SQUARE ENIX

FINAL FANTASY XIV ONLINE TTRPG

FINAL FANTASY XIV TTRPG SCENARIO & GAMEMASTER GUIDE

FINAL FANTASY XIV
ONLINE

TRPG

FINAL FANTASY XIV
TABLETOP ROLEPLAYING GAME
SCENARIO & GAMEMASTER GUIDE

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Symbols and Formatting in This Book

Bolded Blue Text: Primary and Secondary Attributes
Bolded Red Text: Ability Names
[ ]: Steps and Timing
Italics: Dialogue and Ability/Item Types
Bold: Enhancements, Enfeeblements, and Traits
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Weave New Tales of Adventure in the Realm of Eorzea and Beyond!

Foreword

The Scenario & Gamemaster Guide is a core component of the Final Fantasy XIV Tabletop Roleplaying Game and an essential resource for those intrepid souls who seek to don the gamemaster's mantle. Filled with invaluable information, gameplay tips, detailed tables, and a hefty helping of ready-to-run premade content, this book is a one-stop source of inspiration for fledgling and veteran gamemasters alike.

This game was created by Hobby Japan as the official TTRPG adaption of Final Fantasy XIV. While the world and stories it depicts are intended to replicate the online game's experience as accurately as possible, this game occasionally takes creative liberties in order to better adapt the content for a different medium.

Becoming a Gamemaster

A gamemaster—or GM—is the game's arbiter and lead storyteller, as well as the individual responsible for guiding the other players through exciting and epic adventures. Though this role may seem intimidating at first, appearances can be deceiving. Being a GM is actually far easier than you might think, and is also one of the most rewarding ways to play the game. You don't need special training or superpowers to be a GM. In fact, all you need is an open mind, a friendly disposition, and the desire to facilitate an enjoyable experience for everyone involved. Participating as a GM comes with its own rewards; not only is the GM privy to all the behind-the-scenes info, they also have a front-row seat to the action. If the thought of seeing a story from every possible angle appeals to you, consider giving GMing a try.

Having Fun

As a GM, it can be tempting to let the responsibility of the role take priority over your own enjoyment of the game. While there is nothing wrong with taking your duties seriously, remember that the goal of the Final Fantasy XIV TTRPG is to have fun. Never let the GM's mantle get in the way of your own enjoyment—a TTRPG is a collaborative venture, and at the end of the day, everyone should come away from the game having had a positive experience.

Communication and Teamwork

Though becoming a GM is simple, the role itself is not without its challenges. At times, you might find yourself floundering over an arcane tangle in the game's rules or faced with unexpected player choices that steer a carefully scripted story into uncharted territory. As the GM, the responsibility for addressing these dilemmas and keeping the game moving often falls to you.

That said, if an issue that crops up during the game has you stymied, consider bringing it to the attention of the other players and brainstorming solutions together. Remember, everyone at the gaming table is there to have fun, and any obstacle that stands in the way of that goal is a problem that concerns the whole group.

Stay Positive

When problems overwhelm you and nothing seems to work out the way you'd hoped, remember that it's not the end of the world. Mistakes are bound to happen, and in a TTRPG, they can even make the game more interesting.

If you slip up, the best course of action is often to just let it go and focus on making the rest of the game a positive experience. At the end of the day, if everyone had a good time, you can chalk that up as a win.

Confidence Makes the GM

When running a game, nothing will serve you better than confidence. Your players are counting on you to lead them on an incredible adventure, and keeping a firm hand on the tiller will reassure them that everything is going according to plan. Introducing house rules or playing fast and loose with game mechanics is your prerogative, and any decision you make that enhances everyone's experience is a good one.

You are the gamemaster—storyteller and arbiter of adventure.

Believe in yourself, run the game to the best of your abilities, and above all, have a good time.

Using the Scenario & Gamemaster Guide

The Scenario & Gamemaster Guide is a vital resource for GMs of any skill level looking to run the Final Fantasy XIV TTRPG. With over two hundred pages of tips and data at your fingertips, this book will teach you how to prepare for a session, craft a scenario, and think like a GM. It also contains a number of premade scenarios, FATEs, and challenge duties that you can run with minimal preparation, giving you a wide selection of ready-to-play options that can serve as a fantastic starting point for your GMing career.

Given how handy this book can be, you'll likely want to keep it close at hand while preparing for and running the game. Luckily, it's also quite portable, which means there's no need to memorize it front to back, or even read it in its entirety. Feel free to jump around and browse the sections that interest you most. You can always come back for a refresher later, or read through the sections you skipped when you have the time.

In order to get the most out of this book, you will need a copy of the Final Fantasy XIV TTRPG Standard Rulebook on hand. Barring that, the abbreviated version of the rules available for free on the game's official website can also serve in a pinch.

Quickstart Guide

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If you're looking to master the basics of GMing and learn how to prepare for and run a game, turn to page 8.

If you're curious about crafting or customizing scenarios, turn to page 15.

If you're keen on creating your own encounters, turn to page 45 to learn about encounter design, modifying enemy information, and using unique mechanics such as weather.

If you want to skip right to the action, turn to page 74 to find a plethora of premade content that you can run with minimal muss or fuss. A trio of interconnected scenarios that tie into the main scenario of Final Fantasy XIV: Heavensward await you there, along with a veritable cornucopia of FATEs from all corners of Eorzea.

If you're searching for a true challenge to throw at your players, turn to page 133. There, you'll find two devilishly difficult challenge duties that will test even the most battle-hardened adventurers.

If you're in need of a bestiary from which you can draw foul and fearsome foes to send snarling at your players, turn to page 196. The multitude of monsters described there can be let loose upon unsuspecting adventurers as is or customized however you see fit.

Chapter 1: A Bird's-Eye View

Running the Game

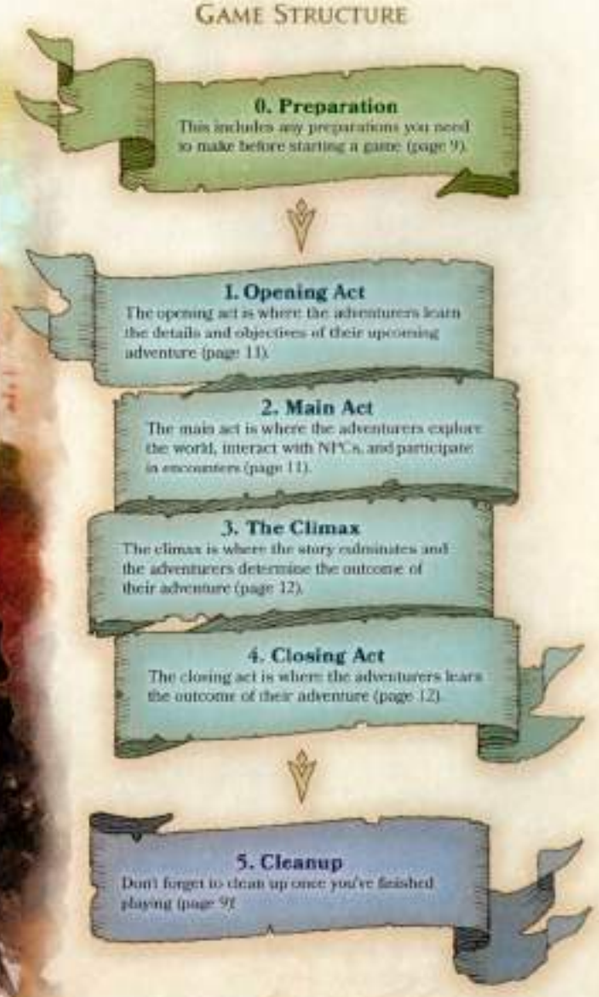
If you've never GMed before, doing so for the first time can seem a daunting challenge. How exactly do you run a TTRPG, where the only limits are the bounds of your imagination and creativity? This book attempts to untangle that knot for prospective GMs by providing a set of guidelines that a first-timer can use to light their way.

As any wizened master of the GMing arts can tell you, there are as many methods of running a TTRPG as there are stars in the night sky, and each is valid in its own way. Some GMs prefer to improvise at every opportunity, while others favor careful organization and planning. Some GMs prefer to run intricate, narrative-focused adventures, while others point their players in the direction of gil and glory and give them leave to hack and slash to their heart's content.

The advice you'll find in the chapters ahead will equip you with the tools to begin your GMing career, but don't be afraid to choose a different GM style or invent your own methods as you go.

Game Structure

In the Final Fantasy XIV TTRPG, a scenario is a collection of information, plot beats, characters, and encounters that the GM will use to run the game. Like a good story, most official scenarios share a common structure that helps guide the action and deliver a satisfying narrative. While this structure is but one option in a sea of infinite possibilities, it can nevertheless serve as a useful touchstone when you start designing your own scenarios.



Preparation

Playing a TTRPG can require a surprising amount of preparation, and the lion's share of that burden tends to fall on the GM's shoulders. You don't need to handle everything on your own, however; feel free to divide and conquer by asking your gaming group to help with some of the tasks described below. This will lighten your load while simultaneously getting your players invested in the game from the get-go.

When asking your fellow players for help, transparency is key. Everyone should be aware of who is in charge of a given task to minimize miscommunication and ensure that there's no overlap or wasted effort. You may want to consider creating a chat group or a shared virtual space to coordinate and make it easier for players to keep in touch.

The following is a list of tasks you'll need to complete before your first session. The order isn't terribly important, so start wherever feels most natural for you.

- ❖ Gather your party
- ❖ Choose a session format
- ❖ Pick a date and location
- ❖ Assemble the tools of the trade
- ❖ Create adventurers
- ❖ Prepare a scenario

Tackle these tasks in any order you choose!

Gather Your Party

The Final Fantasy XIV TTRPG is a cooperative game designed for groups of five players—one GM and four adventurers—so you'll need a few good friends to play. Try approaching a classmate, colleague, or acquaintance you think would be interested, and if they agree to join up and you're still short players, ask them to help you fill out the rest of your roster.

Choose a Session Format

A major consideration to address is whether your group will play in person or online. Playing in person is always a lot of fun, but if you choose to play online, you have the option of inviting friends who don't live nearby to participate as well.

Pick a Date and Location

Another key factor to consider alongside session format is when and where your group is going to get together to play. Asking the other players for their preferred dates is always a good place to start, but you may want to follow up by using a calendar app or creating a poll to ensure that everyone is on the same page.

Keep in mind that an average scenario can take upwards of four or five hours to complete. Never fear, however—if your group doesn't have time to finish a scenario in a single sitting, you can always quicksave (see page 193 of the Standard Rulebook) and come back at a later date. In fact, breaking a scenario into multiple short sessions in the evening after school or work may be a more feasible option if members of your group have particularly busy schedules.

Choosing a location can also prove surprisingly difficult. Dining tables, basements, and local game shops make for excellent options, but are not always available. If you're struggling to find a suitable location, don't hesitate to ask your group for suggestions. One of them might know the perfect place to roll some dice and embark on an adventure.

Prepare Game Components

There are a few key items you'll need to secure before you can play this TTRPG. Essential components include writing implements, paper, dice, tokens for adventurers and NPCs, and a copy of the rules. Generally, each player should see to their own preparations, but offering to share extra dice with those who need them is never a bad move, and everyone appreciates a spare pencil offered in friendship. If your players don't have individual copies of the Standard Rulebook, they can always refer to the abridged rulebook available for free on the game's official website.

Create Adventurers

While character creation sessions can be a lot of fun, they also tend to take a lot of time to complete, so it's usually best to have each player create their adventurer before game day. Of course, your choice of scenario will have a major impact on character creation, as it determines the party's level and, in some cases, specifies portions of the adventurers' profiles. In order to avoid any last-minute confusion, make sure to tell your players what level of adventurer to prepare ahead of time.

Prepare a Scenario

The one task that you'll need to handle on your own is preparing the scenario. You'll be the one running it, after all, and you wouldn't want to spoil the story for the other players. You can select a premade scenario, create your own, or even opt to eschew prewritten materials and make things up as you go along.

That said, be sure to check in with the other players before making your decision. More likely than not, they'll have some ideas as to the type of adventures they want to pursue. Ensuring your choice of scenario aligns with their tastes and goals will improve the experience for everyone involved.

Cleanup

When the final die has been cast and the party stands victorious, there is one last task a well-mannered adventurer never neglects—cleaning up. Dice, scrap paper, rulebooks, maps, and more lie scattered across the table like fallen foes upon the battlefield, and to neglect them is akin to leaving a quest half done. This is doubly so when playing in person, and triply so if the mess is dominating your friend's kitchen table. Join forces once more to leave your gaming space tidier than how you found it!

The Flow of the Game

When it comes to setting the pace of the game, the GM's role cannot be overstated. And yet, knowing when to give the players agency and when to take control of the action to move the story forward is also one of the most challenging aspects of being a GM. Every group has their own predilections, and for a party that enjoys roleplaying, stopping to smell the oldroses can be just as fun as slaying monsters.

The following pages provide guidelines for managing the flow of the game while spinning engaging narratives that surprise and delight. By dividing an adventure into **acts** and **scenes**, you can assume direct control over its pacing.

Acts

Adventures in the Final Fantasy XIV TTRPG can be broken down into four discrete parts known as acts. Each act is comprised of one or more scenes (see page 13) and serves a distinct function within the framework of an adventure.

Keep in mind that an adventure doesn't need to end after a single act cycle. A closing act could resolve the party's initial objective, only to reveal a sinister plot that serves as the opening act for the second half of the day's gaming session.

1. The Opening Act

The opening act is where the adventurers learn the details and objectives of their upcoming adventure (page 11).

▼

2. The Main Act

The main act is where the adventurers explore the world, interact with NPCs, and participate in encounters (page 11).

▼

3. The Climax

The climax is where the story culminates and the adventurers determine the outcome of their adventure (page 12).

▼

4. The Closing Act

The closing act is where the adventurers learn the outcome of their adventure (page 12).

These acts simulate the fundamental elements of a story, and as such, the vast majority of adventures will adhere to the structure outlined above. However the length and relative importance of each act will inevitably vary from game to game based on the group's preferred playstyle. A clever GM will assess their players' interests before game day, then focus their efforts on polishing the acts that their players will naturally gravitate towards.

If, for example, your players love a good fight and are eager to test their skills against the toughest monsters they can find, a complicated plot filled with political intrigue, roleplaying, and NPC monologues will probably leave them yawning. Instead of spending hours to plan an intricate opening act, you'd be better served coming up with a functional yet bare-bones introduction and dedicating the rest of your prep time to designing intricate encounters in a deep and deadly dungeon.

On the other hand, if your group relishes roleplaying and finds protracted encounters to be a tedious bore, it would be wise to spend your time breathing life into a colorful cast of complex characters for your players to interact with and plotting out multiple routes by which the adventurers can complete their quest without ever drawing their swords.

Adventurer Relationships

If your players haven't already decided how their characters know each other, have them do so before you start the game. Establishing party relationships at the outset will grease the wheels of the roleplaying mobile by establishing a foundation for your players to interact with one another in character. For more information on party relationships, see page 189 of the Standard Rulebook.

Example:

- Adventurer A implicitly trusts Adventurer B, who once saved them from dire peril.
- Adventurer B and Adventurer C are best friends.
- Adventurer C and Adventurer D have gone adventuring together many times.
- Adventurer D has heard rumors of Adventurer A's talents.

1. The Opening Act

The opening act is where the adventure begins. Here, you will want to introduce the story, establish the setting, and clarify the party's objectives before letting the adventurers loose to pursue their goals.

The party will usually start out in the same location, where a single inciting incident sets the story in motion. This is the easiest and most direct way to get a game started, as it throws the party into a situation where their goals align from the outset.

Alternatively, you can give each adventurer their own unique opening act, then have their stories intersect later in the game. If certain characters already have an established relationship, you could even decide to pair them together for their opening act. This approach offers fantastic roleplaying opportunities when the adventurers' paths eventually converge.

However you choose to build your opening act, make sure to lead with a compelling hook that gets your players excited to pursue the story.

Sample Shared Openings

- The adventurers band together to accept a quest from the Adventurers' Guild.
- The adventurers are strangers who happen to be in the same place when a sudden turn of events forces them to work together.

Sample Separate Opening

Adventurer A is making his way down Hawkers' Alley when he spots a sobbing child. He stops to comfort the boy, and ends up agreeing to search for the child's missing pet. Meanwhile, Adventurer B is asked by her Grand Company, the Maelstrom, to investigate a series of disappearances that have been plaguing the city-state. On the other side of town, Adventurer C's friend—an apprentice culinarian at the Bismarck—begs her to track down a rare ingredient. Down by the docks, Adventurer D is mistaken for someone else and jumped by a band of cutthroats.

2. The Main Act

The main act is where the bulk of the adventure takes place. Through combat, cunning, and conversation, the adventurers will overcome obstacles and adversity—usually in the form of encounters—in pursuit of their goals.

During the main act, it's important to give your players a reason to follow the story. Wherever an adventure's trail ultimately leads, sprinkling it with captivating clues and a hefty helping of foreshadowing will ensure your players are fully invested in the story and eager to discover what's next. You can build this in while writing your adventure's main act, or allow it to emerge organically based on the actions the players choose to take.

On that note, you should always seek to incorporate player actions and choices into your scenarios by giving them narrative weight. Perhaps succeeding on a difficult check grants the adventurers an advantage die in the final encounter or allows them to discover an item that negates a harmful encounter mechanic, or perhaps their decision to trust a mysterious hooded figure rewards them with information about an upcoming adversary. You might even decide to track the amount of in-world time they spend making their way to the climax and rewarding swift progression by reducing the number of enemies

in the final encounter or lowering the boss's defensive attributes. Of course, the opposite can also apply—if the party fails an important check, trusts the wrong person, or dallies on the way to complete a time-sensitive objective, they might find themselves up against more foes in their next encounter or led into a lethal trap. Regardless of how you go about it, showing your players that their actions have tangible consequences will help them engage positively with the game's world while investing them in their adventurers' actions.

Good pacing is indispensable for the main act. Starting with a smooth, slow buildup eases your players into the story while ensuring their excitement reaches a fever pitch by the time you arrive at the climax. Spacing out encounters, alternating between quiet lulls and moments of intense action, and varying the type of challenges you pose to your players are all effective ways to improve pacing.

As the adventurers pursue the threads of the story, they may find that their objectives temporarily diverge. Though juggling multiple storylines requires a great deal of finesse, allowing the party to split up to pursue disparate goals provides unique opportunities to roleplay and explore individual characters' personal stories. Moreover, splitting the party can lead to compelling and cinematic moments—especially when the adventurers' paths inevitably converge once more. Just keep in mind that if the adventurers split into independent groups, you'll generally want to avoid encounters until they're back together again.

Example:

Continuing from the example outlined in the previous act, Adventurer A begins his search for the boy's missing pet by contacting Adventurer B—a member of the Maelstrom—to ask for help. The two compare notes and decide to team up. Worried that there may be a sinister plot behind these disappearances, Adventurer B suggests that they recruit Adventurer C, a close friend and capable adventurer.

Meanwhile, Adventurer C is cutting through an alley when she stumbles upon Adventurer D bleeding in a gutter. She races for the aetheryte plaza, hoping to find a conjurer, when who should appear but her old friend, Adventurer B. After Adventurer D is patched up, they share their stories and realize that something diabolical is afoot in Limsa Lominsa.

As demonstrated by this example, tying the threads of individual adventurers' stories into a comprehensive whole can bind a party together while simultaneously giving each player a chance to explore their character's personality, motivations, and relationships. While this example is quite intricate, simple solutions can be just as effective, not to mention easier to plan for or improvise on the fly. A chance encounter on the road, shared lodgings, or a quest giver simply asking everyone to work together are all legitimate ways to unite a party.

3. The Climax

The climax is the moment the entire game has been building up to, where the story comes to a head and the adventurers band together to overcome the final obstacle standing between them and their goal.

Though a boss battle is the quintessential climax to an adventure, any moment of sufficient tension and importance can serve just as well. Devious traps, tense negotiations, elaborate puzzles—even a simple conversation can fit the bill, provided the stakes are high enough. If your adventure's climax includes an encounter, it's the perfect place to allow the adventurers to use their limit breaks.

Example:

After joining forces in Limsa Lominsa, the party tracks the spate of disappearances to a bandit hideout in eastern La Noscea. They make ready to confront the culprits, free the captives, and put an end to the bandits' reign of terror.

4. The Closing Act

The closing act is where the party brings their adventure to an end. With their enemies beaten and their quest complete, all that's left is for the adventurers to receive their accolades, bask in the glory, and pocket any rewards (see page 30) promised to them.

A closing act serves three primary purposes. First, it describes the aftermath of the story and explains the outcome of the adventurers' quest. Second, it should provide the players with a sense of closure and accomplishment. Last but not least, it should include a plot hook for your next adventure—provided, of course, that the session wasn't a standalone affair.

When wrapping up the story, give the players space to respond to the aftermath in character. They might hit the tavern and toast to their success, spend a quiet moment in contemplation, or simply walk off into the night. Whatever they choose, this affords them an opportunity to deepen their characters' relationships—both with one another, and with any NPCs they've bonded with—which may well carry over into future adventures.

Example:

After thwarting the bandits, Adventurer A delivers the missing pet safe and sound to its delighted owner, who gives him a big hug in gratitude. Adventurer B returns to Maelstrom Command to report in, only to receive a new mission from the harried receptionist. Meanwhile, Adventurer C brings her culinarian friend a royal kukuru bean liberated from the bandits' hideout—it may not be the ingredient she wanted, but under the circumstances, she won't complain. Lastly, Adventurer D is eager to go about their business in peace, only to stumble headfirst into another spot of trouble.

Scenes

A scene is a single situation or set of circumstances in which the action takes place. An average adventure will contain numerous scenes, each of which plays an important role in propelling the story forward. Major scenes are usually prepared by the GM in advance, though it's common for most other scenes to be improvised on the fly to accommodate unanticipated player actions.

Scenes run the gamut from simple affairs to complex collections of unique mechanics. Most scenes, however, are resolved by following three simple steps.

Scene Progression

1. Describe the Situation

As the GM, the players are relying on you to describe the world and narrate the events that occur during the adventure. On a granular scale, this typically happens at the start of each scene. Explain the who, what, when, and where of the situation to the other players, taking care to linger longer on important details. If you're playing an official scenario, these descriptions can often be found in text boxes, preceded by an icon.

How much detail you relay to the other players is entirely up to you, but a good rule of thumb is to err on the side of brevity. This allows the focus to remain on the adventurers, increasing agency and encouraging engagement. If your players start to struggle with their task or are missing an important plot thread, don't be afraid to nudge them in the right direction with additional descriptions or suggest courses of action that will put them on the right track.

As mentioned earlier, there's no guarantee the entire party will be present for a scene. This is not an issue in and of itself, but it can lead to a potential problem you may need to address: setting boundaries.

Players absent from a scene are still present at the gaming table, and are privy to information their characters are blissfully unaware of. In such cases, the temptation to interrupt the action and insert their character into a scene can be hard to resist. Metagaming—the use of information the player possesses but their character doesn't—is another thing that some players have trouble managing. Both character insertion and metagaming can be disruptive and immersion-breaking, so setting boundaries in advance can head potential issues off at the pass.

2. Resolve the Situation Through Roleplay or Checks

After the GM describes the situation, it's the players' turn to take charge of the action. Whether through making checks or roleplaying, their choices set off a domino effect that advances the story.

This part of a scene can be as brief as a single roll of the dice, but it can just as easily involve a lengthy series of events. In the latter case, each action triggers a description of its consequences, leading to another check or roleplaying moment. Depending on how things play out, the scene can even transition into an encounter.

3. Conclude the Scene

Every ending is a new beginning, and such is the case with scenes. While a scene's conclusion should cap off the immediate action, it also needs to transition seamlessly into the next scene to keep the game moving.

Scenes are the beating heart of an adventure, so there's no need to rush through them unless the clock is ticking—in-game or out. As long as everyone is enjoying themselves and the situation remains unresolved, let your players savor their time interacting with the game world. The one exception to this rule comes when the party has been split—focusing on one adventurer for too long is a sure way to lose the rest of the group's interest. If this happens, don't hesitate to switch between perspectives and focus in on another character's actions to give everyone equal time in the spotlight.

Barring an exceptionally brief or drawn-out scene, you can safely assume that a single scene takes one elemental hour—or bell—in Eorzean time. In real time, however, you may need to cut a scene short to accommodate your group's schedules. Hurry the action along to conclude the scene, then quicksave so you can pick things up at a later date.

Cutscenes

Certain passages, dubbed **cutscenes**, depict pivotal scenes that move the story forward in dramatic and memorable ways. As a rule, a cutscene is the GM's time to shine. Barring certain exceptional cases, adventurers are unable to interrupt them to alter the flow of events in any way. A villain's monologue, a vibrant description of a mystic cave, or the moment of an enemy ambush are all examples of cutscenes.

While player characters are able to act freely outside of cutscenes, it's common courtesy to avoid interrupting the GM or another player mid-sentence, cutscene or no.

Cutaways

Though most cutscenes describe events playing out before a player character's eyes, some shift the focus off-screen. Like normal cutscenes, these **cutaways** are used to provide additional insight into the game's story, and cannot be interrupted by the adventurers.

> **Example:** The party pulls a mysterious lever, and the GM pauses the action to read the following cutaway.
>
> **GM:** *A shuddering vibration reverberates throughout the dungeon, accompanied by a grinding noise. Back in the chamber you passed through earlier, the sealed stone door slowly swings open.*
>
> Though the GM could have stopped after the first sentence, the shift in perspective offered by using a cutaway helps guide the party to their next destination without undue confusion.

Cutaways can also be used to provide background and build dramatic tension. Revealing a meaningful moment of dialogue between important NPCs or giving a villain a moment to gloat about their deliciously evil scheme offers key insights that increase the players' investment in the story.

> Meanwhile, in her lavishly appointed chambers, Nanamo Ul Namo shares a quiet meal with Kan-E-Senna, the Elder Seedseer of Gridania.
>
> **Nanamo Ul Namo:** *I shall have no further need of you this day.*
> **Lady-In-Waiting:** *Your Grace.*
>
> With that, the sultana's lady-in-waiting bows and withdraws from the room.
>
> **Nanamo Ul Namo:** *I fear that not even mine own chambers shall remain private for long.*
>
> - Italicized content from Final Fantasy XIV

In Final Fantasy XIV, the player is often shown cutscenes that reveal facets of the story that their character would otherwise be unaware of. The Final Fantasy XIV TTRPG likewise holds to the belief that while players may inhabit their adventurers, they remain independent from them. As touched upon earlier, players making use of information their characters have no way of knowing is considered metagaming. Some players are more open to this than others, so be sure to discuss with your group and establish ground rules for making use of meta information.

If your group disallows metagaming, players should make an effort to separate their own knowledge from their characters' and rely on the latter when making decisions. On the other hand, if your group is comfortable with metagaming, you could encourage players to incorporate this into their roleplaying to enhance or supplement the plot.

Chapter 2: Elements of an Adventure

An adventure is the backbone of any session of the Final Fantasy XIV TTRPG. They lay the foundation for your game and allow you to prepare dramatic scenes and thrilling encounters to delight your players. This chapter takes an in-depth look at adapting and designing scenarios, and provides tools that GMs of all experience levels can use to pen their own epic stories.

Premade Scenarios

Crafting a scenario from the ground up is an incredibly fulfilling process, but it can also be a time-consuming endeavor that not everyone has the interest or patience for. If you are one such GM, don't worry—you can still run the Final Fantasy XIV TTRPG by using one of the game's ready-to-play premade scenarios. This book contains over a dozen premade options, and you can find even more on the Final Fantasy XIV TTRPG's website or in the Starter Set and Standard Rulebook.

Understanding the Material

Before running a premade scenario, you should endeavor to read it in full to prepare for the game. While you don't need to memorize it word for word, familiarizing yourself with the key elements listed below will ensure that you're equipped to facilitate the adventure and adapt it on the fly.

- Plot, hook, and story beats
- Setting and background
- Major NPCs and their motivations
- Enemy tactics and encounter mechanics
- Scenario-specific mechanics or rules

Customizing Premade Scenarios

Premade scenarios can provide a complete gaming experience, but that doesn't mean you have to follow them to the letter. No scenario is perfect for every group, and no story can resonate universally with every single player. As the GM, you know better than anyone what your players are looking for in an adventure. If you suspect that part of a premade scenario will bore your group, cut it! If you have an idea that you think will be a blast for everyone at the table, go for it! Remember, this is **your** story, and any changes you make to enhance the experience are always for the best.

When customizing an existing scenario or writing a new one, it can help to think of a scenario like a pile of building blocks, all conveniently gathered in one place and organized in a reasonably logical way. Each element—characters, monsters, items, locations, events, and so forth—can be rearranged, removed, or replaced as needed in the process of creating your own personalized tale of derring-do.

> If you've GMed using one of the Final Fantasy XIV TTRPG's premade scenarios in the past, you may be puzzled by the way the advice found in this book contradicts certain GM's notes—namely, those that prompt the GM to encourage the party to follow a predetermined course of action whenever the players stray from the story as written. These notes, however, are completely optional, and are merely intended to assist first-time GMs by reminding them that if the party does anything they aren't sure how to account for, they can always nudge the adventurers back on track and continue the game. If you already have the confidence and drive to bend scenarios to your will, don't hesitate to remove these training wheels and toss them out the nearest window.

Changing the Story

Altering the story of a premade scenario is a big commitment, and the thought of wrenching the story off its rails might fill you with trepidation. After all, even small course corrections could lead to wildly different outcomes and invalidate events yet to come. Unless you're prepared for the consequences or confident in your improvisation skills, you may want to approach story modifications with caution.

Yet in spite of these dire perils, there's another factor you should be aware of: namely, that no matter what you do, the story is inevitably going to change. An unexpected player choice here, a lucky or unlucky roll of the dice there, and the narrative will twist from your grasp to head in directions you neither planned for nor expected. In the end, no matter how tightly you cling to the reins, the freeform nature of TTRPGs defies straight clean paths and tends to veer off into the shrubbery.

Therein lies the rub. If the story is going to change no matter how you swing it, you might as well roll with the punches. To try to do otherwise risks calling upon the bogeyman of TTRPGs—railroading. If you're unfamiliar with the term, it's often used to describe games that offer players a single strictly enforced path, much like a set of railroad tracks. Any attempts to steer the narrative locomotive off its predetermined path will get the players nowhere—or result in one heck of a train crash.

TTRPG scenarios that railroad players tend to be met with glazed eyes and frosty silences. Most players don't like being told what to do, and don't appreciate adventures that take away their agency or where the outcome is preordained. That said, the ability to improvise a story to accommodate player choice is something that takes time and experience to master. For a new GM, balancing freedom and familiarity can prove a difficult tightrope to walk.

Rest assured, this balance is easier to strike than it may sound, particularly if you're customizing a premade scenario. Since each major event of the adventure is already mapped out, you'll have a clear view of the beats the party needs to hit for the story to hold together. No matter how much the players stray from the beaten path, so long as you point them in the direction of the glowing beacon on the horizon, they'll tend to find their way there sooner or later.

As a GM, you should always do your best to encourage creativity and flexibility in your players, and hold these characteristics close to your own heart as well. If a player has an idea, make an effort to incorporate it within the framework of the story. Doing so may not always be possible, of course, but when it's not, try to avoid shutting someone down entirely. Everyone appreciates having their opinions respected, even if their ideas end up on the cutting room floor. Be honest with your players, compliment them on their creativity, and jot down notes to show them you're listening—and to provide brain fodder for your next story.

Trimming Premade Scenarios

Customizing a premade scenario doesn't always involve adding new content. In fact, there are many reasons you might choose to pare down a premade scenario instead. Doing so can allow you to rework a longer adventure into a shorter, more streamlined experience or remove themes that make you or your players uncomfortable. Whatever your motives, pruning a scenario can result in a more enjoyable game for everyone involved.

If time is your primary concern, trimming a premade scenario to be shorter is a fairly simple endeavor. Before making any cuts, however, consider whether or not you actually need to remove anything. If you're running a one-off game with a group you're unlikely to GM for again, streamlining for efficiency and length is warranted. On the other hand, if you're GMing for an established group with whom you plan to continue playing, don't feel pressured to sacrifice elements of the scenario on Althyk's altar. Quicksaving partway through the story is always an option, and can even be used to establish cliffhangers that get your players excited for the next session.

The modern world is a busy place, and it can be tricky to find a dedicated block of time that your entire gaming group will be available for on a regular basis. School, work, extracurricular activities, and the unfortunate need for sleep will cut into your gaming time, and even if your group can get together regularly, it's often hard to set aside more than two or three hours to play. If you're GMing for busy players, keep your pruning shears sharp and ready to trim scenarios down into bite-sized portions that better fit your group's schedule.

Figuring out what to snip requires a keen eye and a deft hand. Before you can start cutting, your first step is to read through your selected scenario to identify elements that have little impact on the overall story or are less appealing to your players. If your group is a roleplaying outfit first and foremost, encounters should generally be first on the chopping block, whereas if they can't get enough of combat, you can skip straight to the action by removing scenes focusing on exploration or conversation. Regardless of what you end up cutting, be sure to break out the narrative thread and needle afterwards to stitch the remaining pieces of the story back together.

As mentioned earlier, trimming a premade scenario gives you the ability to excise elements that make one or more players feel uncomfortable or unsafe. If you anticipate that part of a scenario is inappropriate for even a single member of your group, there are only two legitimate choices: remove it, or pick a different scenario. Alienating your players by forcing them into distressing situations is never an acceptable option.

Two of the most common elements you'll want to avoid are phobias and trauma triggers. If a monster or situation causes someone undue stress or fear—spiders being the classic example of this—you should either remove them or replace them with something less objectionable. Likewise, if a scene or story theme seems likely to trigger a traumatic memory, cut it without a moment's hesitation.

This is not to say that a scenario cannot be frightening or anxiety-inducing for the adventurers. A monster that terrifies a party member or an event that delves into their past trauma can lead to exciting and dramatic opportunities for character development and personal growth. But you must take care to distinguish between a player and their character, and ensure that no matter what happens to the latter, it never forces the former outside of their personal boundaries.

Empathy

No matter how hard you try, it's impossible to anticipate everything that might upset or unsettle your players. While you can certainly ask the others in your group if there are any themes, topics, or situations they'd rather avoid, many people are uncomfortable revealing their innermost fears and vulnerabilities, even to their close friends. A better approach might be to survey your chosen premade scenario beforehand, and if you spot anything that might be a sensitive topic, bring it up with your group in advance to make sure everyone is comfortable with it. In short, be considerate, be empathetic, and always err on the side of caution.

For more advice about respecting player boundaries, see page 190 of the Standard Rulebook.

Expanding Premade Scenarios

Expanding an existing scenario is a tried-and-true method for GMs looking to personalize their players' experience. Whether your goal is to extend a short adventure into a full-blown campaign (see page 26) or augment it to better align with your group's preferences, incorporating additional content is a fantastic way to stretch your creative muscles and put your own stamp on a story.

If you've found a premade scenario that truly tugs on your heartstrings, it can be hard to bid farewell when the curtain drops—especially if the scenario in question is a short one. Luckily, you have plenty of options for expanding a scenario at your disposal. Adding encounters, locations, or characters allows you to enlarge the scope of the scenario, while expanding existing elements lets you flesh out the story. Cutting and pasting encounters or scenes from another premade scenario offers a relatively painless way to supplement a scenario with additional content, and if plot integrity is a concern, a few minor tweaks can adapt a scene to seamlessly mesh with nearly any adventure. Of course, crafting your own additions from scratch gives you full creative control, and as such is highly encouraged!

While it may seem counterintuitive, exploration and interaction scenes are particularly easy to co-opt from other premade scenarios. Simply swap out any irrelevant proper nouns—character and location names, items, and so forth—for equivalents that tie into your scenario's story.

Example: A GM is planning to run a premade scenario set in Limsa Lominsa that sees the party uncover a trail of corruption implicating the Yellowjackets—the maritime city-state's peacekeeping organization. Eager to expand on the story's political intrigue, the GM decides to adapt a scene from another premade scenario involving high-stakes negotiations in Ul'dah. The original scene takes place in the Quicksand, where the players receive a tip from Momodi that leads them to two guildmasters: Cocobuki and Severian.

The GM starts by swapping out Momodi for Bladeron, then replaces the Quicksand with the Drowning Wench. The two guildmasters in the original scene are both based out of Ul'dah, so the GM replaces them with Lominsan guildmasters instead: Thubyrgeim and Lyngsath, respectively. Finally, they add a flourish to help tie this scene to the political intrigue in their scenario by changing the negotiations into a heated debate between the guildmasters and the Yellowjackets.

Adapting an encounter works just like adapting any other scene, but with a few additional considerations. Beyond replacing enemy names and locations to match the setting of your scenario, you'll also need to tweak the names of enemy abilities and traits as well.

Example: A GM decides to adapt an encounter from the Starter Set's Scenario 2: Imperial Machinations for use in a premade scenario in which the adventurers clash with the dragons of the Dravanian Horde. To better fit the new context, the GM changes the name of the Magitek vanguard enemy to syricta—a type of dragon—while keeping its attributes the same. They then rename the vanguard's **Cermet Drill** ability to **Bragget Breath**, an ability one might expect a syricta to use.

The examples above illustrate how you can plan out an expansion to a scenario, but what happens when circumstances force you to adapt on the fly? While improvisation is a vital part of expanding upon scenarios, there's no reason you can't go into your sessions prepared. Many GMs carry a notebook filled with ideas, NPCs, and encounters that they can pull out of their hat at a moment's notice. Not only does this allow them to adapt to any situation, the lightning-quick agility with which they do so doubles as a magic trick that can leave their players awestruck.

Of course, you may not need the ideas you've jotted down right away, but that doesn't mean the effort you put into your preparations will go to waste. Unused notes can always be saved for a rainy day, and your GMing notebook will eventually ascend to become a bottomless wellspring of inspiration that you can tap whenever the need arises.

Even the most creative GM's imagination has its limits. Fortunately, TTRPGs are not an exercise in solo storytelling. If there ever comes a time when you've drawn a blank on how to connect the threads of a narrative, don't hesitate to turn to the other members of your group for advice. There's no shame in sharing the burden with the other players—in fact, some gaming groups actually prefer this sort of collaborative storytelling—and it's entirely possible that your players will come up with an incredible idea that transforms your game into the stuff of legend. What's more, getting a taste of telling tales might even inspire a player to write a scenario of their own, letting you pass on the GM's mantle so you can experience the next game from an adventurer's point of view.

Replaying Premade Scenarios

Many TTRPG scenarios are designed to be one-off experiences. This is not the case with the Final Fantasy XIV TTRPG, however; this game's scenarios are fully replayable, even if all their twists and turns are already a known element. This replay-friendly stance even applies to scenarios with riddles, mysteries, and momentously shocking reveals. After all, the journey is more important than the destination, and even a road well traveled can still hide some surprises.

If you and your group enjoyed a scenario and want to play it again, by all means, do so! While your players will know what to expect, their luck with the dice may lead to some surprising outcomes. If they're eager to revisit their favorite story moments and roleplaying interactions with a fresh perspective, you could even suggest they create new characters and allow their profiles and motivations to change how events unfold. Moreover, the rich array of options and tactical depth offered by the Final Fantasy XIV TTRPG's encounters is all the reason many players will need to test out new jobs and party compositions.

As the GM, you have countless tools at your disposal to ensure that a second playthrough of a scenario is just as much fun as it was the first time around. After experiencing the scenario once, you'll likely feel more comfortable giving the players a greater degree of freedom, which in turn can lead to very different outcomes depending on their choices. Beyond this, you can draw on the advice expounded upon in this book to customize the scenario, introducing new plot twists that send the story veering off in a new direction or revamping encounters so they unfold in novel and exciting ways. If you're running a customized version of a premade scenario and are feeling particularly cheeky, give your players a sly wink and drop a cryptic hint that things may not be as straightforward as they expect before you get started.

Lastly, there are two important considerations you'll need to address when replaying a scenario. If any first-timers have joined your group, be sure to remind veteran players to tread carefully around potential spoilers. Even an innocuous joke about an upcoming scene or encounter can ruin the suspense for a new player, so it's safest if everyone acts as if they don't know what's coming.

On that note, you'll also want to establish boundaries with regards to metagaming. The players may remember the major plot beats and encounters from their first playthrough, but their characters don't possess this knowledge. As explained on page 13, metagaming isn't always a bad thing, but you should be sure to set boundaries to help your players avoid detracting from each other's experience.

Original Scenarios

Creating an original scenario from scratch is an intensely rewarding experience, and for many GMs, it is the reason they choose to play TTRPGs. To assist you on your own creative journey, this section expands on the fundamentals of scenario design and offers tips on how to craft your own stories.

The following pages walk you through each step of the scenario creation process, from drafting an outline, to putting the finishing touches on the closing act. While the method described below can be useful, keep in mind that it is but one of many valid ways to go about creating an original scenario. Every GM has their own preferred methodology, so don't be afraid of doing something your own way.

Before you begin, consider the type of adventure you wish to create. Regardless of whether it's intended to be an encounter-heavy dungeon delver, a roleplaying-centric tale of political intrigue, or a freeform exploration of an unfamiliar land, understanding the sort of experience you want the scenario to provide will help you focus your efforts.

Once you have a goal in mind, your first order of business is to draft a **scenario outline**—a simple document that establishes the bones of your story and provides an invaluable overview of the elements you'll need to craft a complete narrative. Armed with this knowledge, you can assemble your scenario piecemeal by penning individual scenes in whatever order you choose.

There are six key elements that a scenario outline should contain: hooks, obstacles, solutions, dilemmas, causes, and outcomes. Some scenarios may focus more heavily on one of these elements or ignore another entirely, but as a general rule, having all six laid out ahead of time will simplify your task significantly.

Most GMs develop their scenarios by tackling these elements in the order listed above. This follows the chronological order of the story, and is a fantastic way to create an outline. The process introduced here, however, approaches this task from the opposite direction by starting with the outcome. This alternative method can be surprisingly effective, but don't feel pressured to use it. Scenario creation is an art, not a science, so go about it in whatever order feels most natural to you.

Scenario Formatting

While official scenarios for the Final Fantasy XIV TTRPG make use of a standardized format, there's no need for your original scenarios to follow suit. As long as your notes and descriptions are organized and legible enough for your purposes, the format of your scenario is entirely up to you. Besides, the best-laid plans of mice and GMs oft go astray, so it's entirely possible that parts of your scenario will not survive contact with the whims of player choice. Stay flexible, and always be ready to rework your scenario on the fly to adapt to the mercurial nature of TTRPG storytelling.

1. Outcomes

A great way to plan a scenario is to start not with the beginning, but with the end. This may seem counterintuitive, but establishing the potential **outcomes** of your story first and working backwards from there can help you sculpt the overall shape of the adventure. Once you know where the plot needs to end up, the rest is simply a matter of pinning down the events necessary to reach that goal.

When designing this aspect of your scenario, one useful approach is to ask yourself what would happen if the adventurers choose not to get involved. Considering the worst possible outcome highlights what the party will be working to prevent, which in turn will help you craft an engaging narrative.

> **Example:** Rampaging monsters threaten Bentbranch Meadows. If the adventurers fail to stop them, the settlement's total destruction is a foregone conclusion.

2. Dilemmas & Causes

Once you've established your scenario's outcomes, your next step is to hammer out the central **dilemmas** that your players will work to resolve. These issues serve as the motivating force that drives the scenario forward.

Some dilemmas are simple and straightforward: ravening monsters threatening a town, or a hidden time bomb counting down to blow the Gold Saucer sky-high. Since the solutions to these kinds of dilemmas are easy to predict, they work particularly well for combat-focused scenarios.

Other dilemmas, however, are more ambiguous or complex. A simple murder might hide a dark secret, or a centuries-old conflict could ignite a horrific war. Dealing with these dilemmas often requires players to navigate a labyrinth of causality before they arrive at the root cause that set the chain of events in motion. These sorts of dilemmas are often ideal for roleplay-heavy scenarios.

Behind every dilemma is a **cause** responsible for the state of affairs that the adventurers are attempting to rectify. In many cases, the party will need to identify and address these causes to truly resolve a dilemma. It's not enough to disarm the time bomb; unless the party catches the culprit responsible, it's only a matter of time before they strike again.

Developing these causes fleshes out a scenario, adding much-needed depth by providing context for the situation in which the party has become involved. It's up to you how far a particular scenario digs into the causes behind its dilemmas, but don't feel pressured to tie up every single loose end. In fact, leaving a plot thread dangling can serve as an excellent hook for the next scenario.

> **Example:** Rampaging monsters threaten to destroy Bentbranch Meadows, but this dilemma was caused by something far more sinister: an Ascian has driven the beastkin into a frenzy and manipulated them into setting their sights on the settlement.

Managing Story Complexity

When crafting a scenario, it's generally best to keep story complexity in line with your group's preferences. While many players enjoy intricate narratives and complex webs of intrigue, others prefer more streamlined adventures that cut straight to the action. If your group tends to lean towards the latter, you may want to focus on creating straightforward dilemmas that have simple causes and intuitive solutions.

If you do decide to run a game with a more involved story, you can help the players stay organized by preparing handouts. Recaps of previous sessions, lists of NPCs the party has met, and reminders about other important information can make a world of difference, especially when playing lengthy scenarios.

3. Solutions

Now that you've established the scenario's outcomes, dilemmas, and causes, it's time to figure out the **solutions**—the victory conditions that determine how the adventurers can set things right and save the day. You'll want to have a general idea of the scenario's solutions before game day, but should leave room to entertain ad hoc alternatives. Players will often surprise you with moments of brilliant lateral thinking, and discovering how unexpected solutions play out is one of the most enjoyable aspects of being a GM.

Example: Instead of slaying every last monster threatening Bentbranch Meadows, the adventurers discover how the Ascian has manipulated the beastkin and decide to find a way to break this malevolent interloper's hold.

4. Obstacles

After determining potential solutions to your scenario's dilemmas, you'll need to come up with **obstacles** to place in the party's path. There has to be something that prevents the adventurers from making a beeline for the nearest solution, or your scenario will be a short one indeed. Overcoming the obstacles you set before them will advance the story and provide your players with satisfying moments of triumph to celebrate around the campfire.

Monsters, mysteries, mishaps, and mayhem: whatever form your obstacles take, they should provide immersive challenges that engage player interest. Variety adds spice to any adventure, so mixing up the type of obstacles you throw at your players is a good way to keep things feeling fresh. Just keep in mind that the more obstacles there are, the longer your scenario will be.

Example: The adventurers need to overcome three obstacles to save Bentbranch Meadows:

1. The beastkin threaten to overrun the settlement if the adventurers leave it undefended.
2. The adventurers must find a way to free the beastkin from the Ascian's control.
3. The Ascian must be found and stopped.

5. Hooks

Every scenario should begin with a **hook** that grabs your players' attention and draws them into the story. So long as it accomplishes this goal, a hook can come in any form you choose. If the players have already created their characters, tying your scenario's hook into one or more of the adventurers' profiles practically guarantees that it will pique their interest. Of course, a more universal hook can be just as effective, so don't sweat it if the personalized route doesn't make sense for your story.

In the case of Bentbranch Meadows, a good hook might be as simple as a quest issued by the Adventurers' Guild to aid the beleaguered settlement, or as complex as a mysterious voice that speaks to the adventurers in their dreams, guiding them to wherever their heroism is needed most.

Making Use of Antagonists

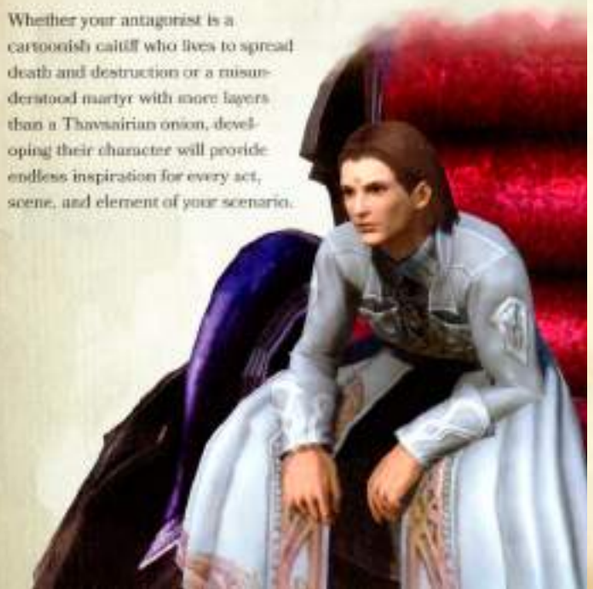
A good antagonist is oft worth their weight in narrative gold. Whether they're busy orchestrating diabolical schemes, devising devious traps, or engaging in general and indiscriminate skullduggery, their presence in a scenario helps tie the entire affair together with a neat little bow.

As strange as it may sound, the villainous versatility of an antagonist makes them the GM's best friend. Gloating monologues can offer clues that guide a party to the next plot point, while blood-soaked journals penned in an evildoer's spidery hand can provide invaluable opportunities for exposition. An antagonist's very existence can even act as a useful hook to capture your players' imaginations. Last but not least, an antagonist gives you a key character to inhabit—a special treat for GMs looking for more opportunities to roleplay.

Two great places to pull an antagonist out of the shadows and into the narrative spotlight are the main act and the climax. A bad guy showing up to thwart the party at a crucial juncture makes for truly epic moments that your players will remember.

Before your antagonist's grand reveal, you'll want to delve into their backstory and personality to shape them into a compelling villain. Fully realizing your antagonist ahead of time will make them easier for you to roleplay and help you avoid awkward contradictions or plot holes. Besides, two-dimensional baddies are well and good scene of the time, but too many cackling ne'er-do-wells whose only goal is evil for evil's sake can quickly get stale.

Whether your antagonist is a cartoonish caitiff who lives to spread death and destruction or a misunderstood martyr with more layers than a Thavnairian onion, developing their character will provide endless inspiration for every act, scene, and element of your scenario.



Scenario Outline Template

This template can be used to record the key elements of your scenario for easy reference. The fields below may be filled out in any order, and you should feel free to include any other information that you feel is relevant here as well. Keep in mind that anything you include here can be changed at any time as you develop your scenario.

Hooks

Obstacles

Solutions

Dilemmas

Causes

Outcomes

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Adventurers First or Story First?

When writing a scenario, you'll need to decide whether to have your players design their characters first so you can build the story out around them, or to write the story first and have the players design their characters afterwards. Both options offer their own advantages and disadvantages, and which you choose is ultimately up to you.

The Adventurer-First Approach

One of the most common ways to create a scenario is to seek inspiration from its protagonists—the adventurers. Their personalities, backgrounds, goals, and motivations can help you develop the scenario's hooks and shape its narrative.

When taking this approach, you will need to start by understanding the player characters. Ask your players to provide you with their adventurers' profiles, as well as any chronicles of adventure (see page 306 of the Standard Rulebook) that they are willing to share. Review this information carefully, scanning for any promising elements that could make for an interesting story.

While reading through the adventurers' profiles, you will want to identify information that can be tapped for a personalized plot hook. The choice of hook depends entirely on your own judgment, but if you see something that immediately inspires you, that's a good sign that it's the right tidbit for the job.

Adventurer profiles can also give you ideas for the story's setting, themes, and conflicts. There's nothing wrong with going on a quest to slay a marauding monster, but an adventure that helps the characters further their ambitions or resolve personal conflicts can be rich and rewarding. If your group is playing a campaign, consider building in opportunities for personal growth and character development alongside the overarching narrative.

Background information can also help you choose NPCs to feature in your scenario. If an adventurer has had past dealings with Rowena, for example, you could begin the story by having her show up to call in a debt, or include a scene in which the party turns to her for aid while investigating an Allagan artifact. Whatever the case, crossing paths with characters the adventurers are acquainted with is a fantastic way to establish continuity and make the world feel alive.

Some players may have specific elements of their adventurer's backstory that they want to explore during the game. This is always a positive sign, since it shows an interest in the collaborative TTRPG storytelling experience. However, if you find yourself unable to accommodate their request, don't be afraid to tell them so. After all, there are only so many aspects of a story you can tailor to the adventurers without making things feel forced. If you do have to say no, make a note to try and include their tale in a future scenario—a gesture that is sure to be appreciated.

Regardless of which profile elements you incorporate into your scenario, never feel like you have to shoehorn in every last nuance from each character's backstory. Keeping things simple ensures that the game is focused while leaving you plenty of narrative freedom to work with.

The Story-First Approach

Many players choose to GM because they have a specific story that they wish to tell. In most cases, these stories are character independent—that is, they are not predicated on any particular adventurer's involvement, and can be adapted to fit any party.

Say you have an idea for a scenario that revolves around a party of adventurers hired to guard a group of Sharlayan scholars as they investigate a mysterious phenomenon in southern Thanalan. With this creative vision clear in your mind, you complete your outline, plan out the scenario's pivotal scenes, and design a few solid encounters. Now all you need is a party of brave adventurers, and you're ready to play. While your players have yet to create their characters, virtually any adventurer they come up with can fit the narrative framework of your story.

Not all scenarios are as universal as the one described above. Certain premises come with prerequisites that impose restrictions on the sorts of adventurers the players may use.

Imagine you've revised your scenario's concept so that instead of escorting the Sharlayans, the players are now going to inhabit the role of the Sharlayans themselves. Though they are still free to choose their adventurers' jobs, their profiles are, to some extent, defined by the scenario.

How much of the adventurers' profiles you need to write in advance will typically depend on the story you plan to tell. In many cases, it's enough to provide a kernel of background and allow the players to fill in the rest. Sometimes, however, a story may require that you stipulate the adventurers' races, jobs, profile traits, and more. Try to do this sparingly, though; players are less likely to feel invested in characters they didn't have a hand in creating.

Keep in mind that you don't have to assign each party member an identical profile. In fact, planning for some variety amongst the player characters can lead to interesting party interactions within the framework of the story.

- Adventurer A is a renowned Sharlayan professor who has traveled to Eorzea to study an unexplained aetherological phenomenon.
- Adventurer B is a promising pupil at the Studium, and has accompanied Adventurer A in the hopes of gaining firsthand fieldwork experience.
- Adventurer C is an experienced adventurer hired to protect the scholars as they conduct their research.
- Adventurer D was also hired to protect the scholars, but unbeknownst to the rest of the party, they are actually a Garlean spy ordered to keep tabs on the Sharlayans.

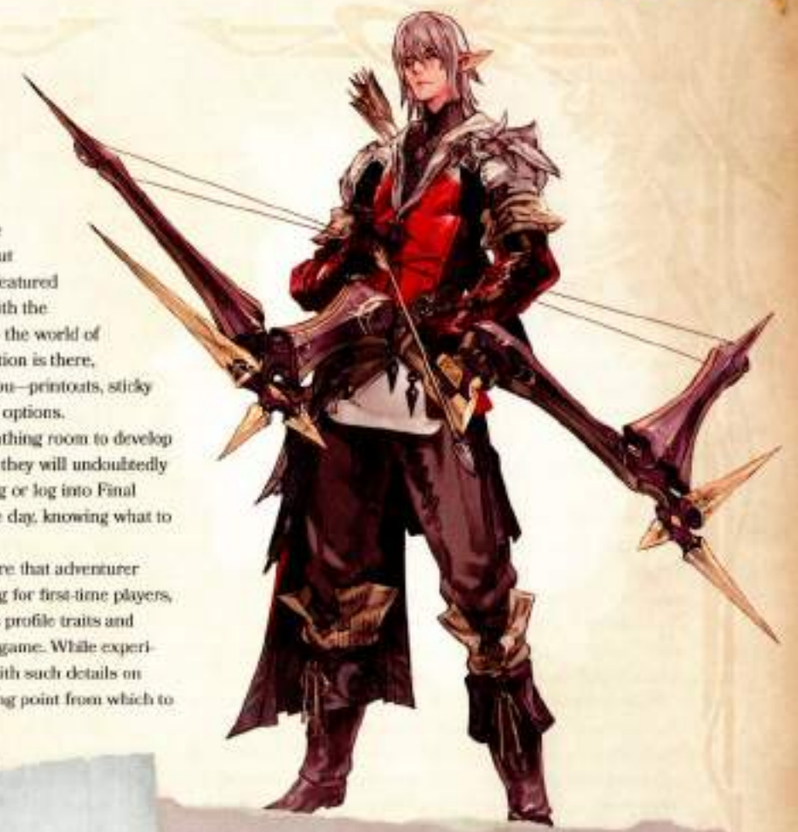
If your scenario imposes restrictions of any kind upon your players, you will need to inform them of this before they begin character creation. One efficient way to do so is by preparing a handout—a freeform document that summarizes all the vital information the players need to know about the scenario before sitting down to play.

Making the Most of Handouts

Handouts are an excellent instrument for priming your players for an upcoming game. What exactly they include will vary from session to session and from GM to GM, but as a rule of thumb, a good handout should cover any important details your players need to know before diving into the game. Background information about locations, major NPCs, and world events that are featured in your scenario will help familiarize the players with the lore, which is particularly helpful if they are new to the world of Final Fantasy XIV. So long as the relevant information is there, handouts can take whatever form works best for you—printouts, sticky notes, emails, and text files are all equally effective options.

When used well, handouts give your players breathing room to develop their characters' profiles ahead of time, something they will undoubtedly appreciate. If they want to practice their roleplaying or log into Final Fantasy XIV to visit featured locations before game day, knowing what to expect will be a great boon indeed.

As touched upon earlier, handouts can also ensure that adventurer profiles complement your narrative. If you're GMing for first-time players, detailed handouts that include information such as profile traits and character motivations can help ease them into the game. While experienced players will likely be equipped to come up with such details on their own, they can use this information as a starting point from which to design their adventurers' profiles.



Adventurer A

For some reason that quite escapes you, the children of Lost Hope absolutely adore you.

Profile Trait: Ray of Sunshine
Effect: You always know how to look on the bright side of life. Receive one advantage die on checks to cheer up the disheartened or raise flagging spirits.

Motivation: On one of your many visits to Lost Hope, a Brass Blade approaches you with a surprising request.

Personal Goal: Locate the children's secret hideout!

Adventurer B

You are a student from Sharlayan visiting Eorzea to find evidence to support your Studium thesis.

Profile Trait: Apprentice Archivist
Effect: You are intimately familiar with all manner of bibliographic classification systems. Receive one advantage die on checks to locate specific tomes in libraries and other repositories of written material.

Motivation: You receive a missive from an Arrhon acquaintance who requests your assistance with her latest project.

Personal Goal: Find the lost storehouse!

Adventurer C

A trained chirurgeon, you spend your days healing the injured at a small infirmary in Isleard.

Profile Trait: Healing Hands
Effect: Setting bones and suturing cuts is practically second nature to you. Receive one advantage die on checks to treat injuries in well-stocked medical facilities.

Motivation: During an otherwise uneventful shift, the head chirurgeon of the infirmary calls you to their office for a peculiar chat.

Personal Goal: Convince a gang of local scoundrels to return the stolen medical supplies!

Adventurer D

You are a loyal member of the Immortal Flames.

Profile Trait: For Coin and Country
Effect: Your devotion to your duty as a member of the Immortal Flames has earned you the favor of Ul'dah's populace. Receive one advantage die on checks to gain the cooperation of Ul'dahn natives.

Motivation: Your commander orders you to track down an escaped convict with powerful connections.

Personal Goal: Capture the escaped convict!

Using Exposition to Convey Essential Information

Now that you know how the pieces of the puzzle fit together, you're ready to work out the minutiae of your story and decide how best to relate this information to your players. While there's no need to plan out every last scene, nailing down the broad strokes for major plot beats will go a long way when you get to the gaming table.

There are many methods for providing your players with the information they'll need to navigate the scenario's story. Incorporating key facts into descriptive passages or NPC dialogue will usually do the trick, but you can also add a touch of anticipation to the mix by having your players make checks to infer crucial clues. When using checks to present vital information, you'll typically want to design them to reveal the bare minimum necessary to advance the plot regardless of success; otherwise, a failed check can leave your players stuck with no clear way to proceed. Instead of penalizing failure, these checks should reward success, such as by furnishing the party with additional lore or offering them advantages on future endeavors. Information can even be conveyed via encounters, requiring the party to overcome foes through might and magic to uncover new facts or clear the way to their next objective.

Regardless of how you choose to relate essential story information, you'll need to ensure that your delivery system is foolproof. Of course, the freeform nature of TTRPGs means that at some point, your players will inevitably manage to sidestep every clue you place in their path. When this happens, don't be afraid to resort to a more direct approach. It's far better to have a single, eye-rolling moment of forced exposition than an hour of frustrated flailing from your players.

Exposition Through Description

Description is one of the GM's most cherished and potent tools, and should be used liberally throughout every part of every scene. Through it, an imaginative GM can paint evocative pictures of the world that the player characters inhabit. In addition to helping the players visualize their surroundings, it can also be a subtle way to steer the narrative in the right direction.

Your words command great power at the gaming table. You are, for all intents and purposes, the only conduit through which the players can perceive the world. Every object, character, and event you describe draws the focus of their attention, meaning that a well-placed word here or a carefully dropped hint there can determine the very course of a scenario.

When relating essential information, choose your words wisely. Failing to adequately convey key details may well leave your players floundering, and a slip of the tongue can send them off on a wild-chocobo chase that derails the whole game. Encourage your players to ask questions whenever they're confused or need additional information, and if you notice them spinning their wheels, offer supplementary descriptions to get them back on track.

If there's a vital nuance that you want to be certain comes across in a particular scene, write up a description ahead of time so that you can work out any phrasing kinks. Planning out descriptions also offers you a powerful advantage: it makes it easier to predict how your players will react and allows you to plan out potential checks in advance.

Finally, keep in mind that description isn't limited to the spoken word. Write up notes, print out reference images, or take screenshots from the online game, then pass them out to your players to supplement your soliloquies. Pictures, after all, can be worth a thousand words.

Exposition Through NPC Dialogue

NPCs are more than just the residents of your game's world—they are also highly effective tools that can help the players achieve your scenario's narrative goals. As your avatars, NPCs can be used to directly interact with your players and provide crucial information to supplement your descriptions.

NPCs breathe life into the world, and their words, motivations, and actions can be the fulcrum on which the story pivots. Friendly NPCs can provide the party with advice and tangible aid, but even monsters and other enemy NPCs can be useful sources of information. For example, a conversation between two bandit sentries could reveal the location of a hidden door, or a fallen foe's corpse could offer a shocking revelation should it be subjected to close scrutiny.

There are some risks when using NPCs for exposition. Players might not ask the right questions, and important information may be glossed over or forgotten during moments of intense roleplaying. Consider practicing risk management by including checks or scripted actions (see page 37) during conversations with NPCs to ensure that your players obtain the information they need. You may even want to begin a conversation with a check to determine the NPC's attitude towards the party, and adjust their willingness to aid the adventurers based on its outcome.

Embedding Outline Elements Within Story Acts

Once you've finished your scenario outline, you'll need to consider how to distribute the six elements it covers amongst the story's acts. This is a relatively straightforward task, as each element's ideal location should be readily apparent.

The way in which you employ these elements will affect pacing, suspense building, and emotional payoff. The following are some important considerations to keep in mind as you develop your outline into a usable scenario.

1. Crafting the Opening Act

The opening act is where you set the scenario's events in motion. First, however, you'll need to give your players a reason to engage with the story. Oftentimes, the simplest and most effective way to do this is by employing the hooks you devised for your outline. These hooks should ease your players into the game and provide them with an immediate objective to pursue.

The goals introduced by your hooks will often differ from the scenario's ultimate objective, and can be tailored for each individual adventurer or shared amongst the members of the party. Particulars aside, you'll need to tie these initial goals into the overarching plot. Have your party's first objective lead them to the next story beat, then provide them with a new goal to pursue. You can plot out your entire scenario this way, creating an ongoing chain of events that ties everything together and guarantees that each plot point transitions seamlessly into the next.

2. Crafting the Main Act

The main act is the perfect place to bring out the obstacles you've prepared. Overcoming an obstacle should advance the story in some way, often by shedding light on a dilemma and its causes or leading the party closer to a potential solution.

As is often the case, however, it all comes down to execution. There's nothing inherently wrong with a linear plot structure, but if your story feels like a train chugging along a one-way track, the thrill of discovery will fade and your players will feel that they have no control over the scenario's events. One potential workaround for this is to present the party with multiple obstacles that they can deal with in any order they choose. Adding time limits or branching paths that force your players to make hard choices is another great way to create dramatic tension and increase player agency.

Last but not least, overcoming obstacles also provides the perfect opportunity to foreshadow events to come and give the party a glimpse of the scenario's antagonist. A drip feed of gripping revelations will keep your players engrossed in the story and build suspense as the story races towards the climax.

3. Crafting the Climax

The climax is where you will want to place the solution for your scenario's dilemmas. Whatever this may be in a narrative sense, the most straightforward and compelling option is to have the party defeat an antagonist in an epic boss battle. Not all scenarios have to peak with an encounter, however; mini-games, high-stakes checks, or tense conversations can make for an exciting culmination for the adventure.

Every good climax includes at least one epic scene in which the outcome of the scenario hangs on a knife's edge. Embellishing this scene with elaborate descriptions of a phase transition or an antagonist's signature ability will build excitement and make the party's eventual triumph all the more satisfying.

This is also the perfect time for the party's performance in the main act to pay dividends. Doing so ties the events of the main act into the climax, giving your players a powerful incentive to take each and every decision seriously. Consider rewarding acts of heroism by granting advantage dice on checks or weakening the final boss, and penalizing blunders by imposing penalties, adding enemies, or increasing the lethality of encounter mechanics.

4. Crafting the Closing Act

In the closing act, you'll want to cap off the scenario with a satisfying conclusion. Ask yourself what the party accomplished and how their actions influenced the course of events, then describe the outcome in intricate detail. Be sure to leave room for the players to bask in their victory so that they come away from the session with a sense of achievement.

The closing act is also your last chance to tie up loose ends. Explain any underlying causes that have yet to be brought to light, or use foreshadowing to allude to how these unresolved plot threads lay the groundwork for the party's next adventure.

A cutaway is a great tool to use in the closing act to fill in plot holes and establish hooks for your next scenario. Cut to a shadowy antagonist cackling in a dark tower upon a jutting cape while storm-tossed waves crash against the rocky shore. Soon, their malevolent schemes will come to fruition, and their atmospheric monologue hints at great perils to come. Moments like this will draw your players deeper into the game's world and make them feel as if their adventurers have become a part of the great tapestry of Eorzean history.

Campaigns

A campaign is a series of scenarios that come together to form a continuous storyline. Think of them like TV shows, in which each scenario is an episode. A campaign generally features recurring characters and a consistent, established setting, and the events of one scenario continue into the next. Extensive campaigns can feature arcs, akin to a TV show's seasons, that follow the main characters on new adventures or to new locations within the wider world.

A good example of a premade campaign can be found on pages 74 - 118, which include three interconnected scenarios that form a single campaign.

Campaigns are generally best for long-term gaming groups who are looking for an extended experience that offers in-depth roleplaying or adventuring opportunities. There are many ways to organize a campaign, but the most common takes the form of a fixed group of players using the same adventurers across multiple sessions, often played days or weeks apart.

This method of play provides excellent opportunities for character growth. Over the course of a campaign, an adventurer can obtain titles and items, profit from the fruits of personal quests, and pen a chronicle of adventure that records their valiant deeds for posterity's sake.

Though campaigns are often undertaken in their entirety by a static group of players, this does not necessarily have to be the case. To return to the TV show analogy, every character isn't always featured in every episode. Some or all of the main cast may be absent while the story introduces new characters, and the spotlight might shift to focus on different parts of the larger narrative. In the same way, campaigns can feature a rotating cast of characters, so long as you maintain a coherent overarching story.

If you plan to rotate players in and out across multiple scenarios in a campaign, you may want to consider rotating GMs as well. Just be sure not to spoil the next episode for yourself by reading ahead!

Why Play a Campaign?

There are many reasons why people choose to play campaigns, but perhaps the most compelling is the opportunity they present to explore and develop a persistent world. Spending time with consistent characters, hanging out in familiar locales, and building a shared history lends the game a sense of depth unavailable in short-form modes of play.

For example, players who regularly patronize a local tavern or interact with a specific NPC will grow attached to these people and places. A savvy roleplayer might always bring the same loadout of augmentations and *meals*, and give this standard kit a fun nickname. Groups will formulate in-jokes, invent superstitions, or name their adventuring party after some great deed they performed in a past session. They may even form bonds with enemy characters and spend long sessions trying to befriend or rehabilitate them.

The content of a campaign is often heavily influenced by the group's hobbies or interests, and the way that events play out is entirely dependent on the unique combination of personalities at the gaming table. Campaigns can even be insightful reflections of or reactions to events in the real world as well. As such, no two campaigns are ever the same, and each holds the promise of unforgettable adventure.

Campaign Continuity

In virtually every case, a campaign tells a single, unified story that takes place in an established setting and features recurring characters and themes. Each scenario within that campaign is a piece of the greater whole, and usually picks up from where the conclusion of the previous scenario left off.

If you plan to run a premade campaign front to back, you will want to read ahead so that you have a better grasp on the overarching plot. Conversely, if you plan on rotating GMs, you should take care not to spoil the story for yourself. Reading the synopses of a campaign's component scenarios is important to understand the general thrust of the story, so you'll want to start by reviewing them, then continue by diving into any scenarios you personally intend to run in greater depth.

Regardless of whether you're running a premade campaign or an original of your own making, never let yourself feel constrained by the particulars on the page. Sudden flashes of inspiration, surprising rolls of the dice, and the omnipresent potential for unanticipated player actions can quickly derail a carefully planned story. This is hardly the end of the world, though; in fact, these abrupt shifts can be extremely fortuitous developments. The most unforgettable moments of a game often emerge unannounced, so always strive to stay fluid and embrace improvisation. Just be sure to refer back to your scenario outline to ensure that you don't completely invalidate the remainder of your campaign.

A good way to keep your campaign on track is to ask your players to share their chronicles of adventure after each game session. If keeping track of personal chronicles proves too much of a burden, you can elect one player as the official group scrivener and have them record the party's exploits instead. Sharing chronicles also comes with the knock-on benefit of giving you direct insight into how your players feel about the campaign and its story, and you can use this knowledge to improve future sessions as your game continues.

Leveling Up During a Campaign

If you plan to run a long-term campaign, you'll need to address whether or not the party will level up between scenarios or at other points during the game.

Increasing the party's level after one or more adventures gives your players a satisfying sense of progression while also preparing them to face greater challenges in sessions to come. You are free to decide when exactly the characters level up during a campaign, but should remember to take upcoming developments into consideration in order to preserve game balance.

Even if you don't plan to level up the party in your campaign, you should still seek to incorporate other means of character advancement. Granting new titles with mechanical effects and regularly allowing personal quests are simple ways to allow the adventurers to grow without changing their levels. You can also encourage players to switch jobs at certain points during the story to keep things fresh.

Continuing Your Adventure

There is a singular magic that can be found around a TTRPG gaming table. When the perfect group comes together for the perfect game, it is a thing of beauty—so much so that it can be a shame to break it off after a single session. Luckily, just because the scenario's story has reached its conclusion doesn't mean your adventure has to come to an end. You can easily press continue by using the end of your first adventure to kick off a campaign.

The easiest way to string two scenarios into a campaign is to simply continue playing with the same group and characters. You can forgo the complicated process of connecting the end of the previous scenario with the start of the new one by asserting that time has passed on Hydaelyn in the interim. This gives you free rein to shift locales and offers a fantastic opportunity for your players to engage in some light hearted roleplaying. Before beginning the new scenario, ask them to describe what antics and escapades their characters got up to in the intervening period between games, then sit back and enjoy the colorful tales they come up with.

Alternatively, you can make use of the techniques described earlier in this chapter to modify your scenarios so that their stories weave together. Retaining characters or locations from previous sessions gives your campaign a sense of continuity that can help your players ground themselves amidst the shifting tides of the narrative.

While there is nothing wrong with a campaign made up of loosely interconnected adventures, a contiguous campaign with an epic, overarching story can be a richly rewarding experience. If you wish to design this manner of campaign, the act structure introduced in Chapter 1 can be a good place to start. After all, campaigns are simply lengthy adventures, so it stands to reason that they would adhere to a similar narrative structure. The first scenario in a campaign serves as the opening act that sets events in motion. All the scenarios that follow make up the story's main act and build up to the climax—the final scenario that concludes your campaign.

As mentioned earlier, you are free to decide if and when the adventurers level up during a campaign. However you choose to handle this, you are never truly restricted by the party's current level. Much like the MMO, you can always level sync the adventurers for a particular encounter or mini-game to better attain the experience you wish to cultivate for your table.

Enriching Your Game

Whether you're writing your own scenario or modifying an existing one, a good GM always keeps an eye open for ways to enhance their group's experience. To aid GMs in this task, this section offers advice for developing and running scenarios that can help enrich your time with the game.

Finding Inspiration

The Final Fantasy XIV TTRPG is blessed with an exceptional source of ideas for new adventures: Final Fantasy XIV itself. The MMO is practically bursting at the seams with incredible content that can be easily adapted into compelling and lore-friendly scenarios. In-game quests, events, duties, and more are all just waiting to be converted into engrossing TTRPG adventures, and pulling out a fan-favorite quest from the online game is certain to delight any Final Fantasy XIV players in your group.

When adapting in-game content for use in this TTRPG, remember that you don't always have to follow the story beat for beat. Give yourself room to be creative and explore unseen facets of familiar tales, or unleash your inner scenario writer to pen an alternative retelling of a pivotal event.

To begin your search for inspiration, ask yourself how the story would have differed had a character who passed away in the MMO miraculously survived instead, or if the roles of the heroes and villains were reversed at a pivotal moment. For scenes in which the Warrior of Light and their allies are defeated or forced to flee, consider how they could have turned the tables on their foes. These are the sorts of questions that can kindle the fires of your imagination and forge awe-inspiring scenarios.

Another excellent source of inspiration can be found in the rich history of the Final Fantasy series. You can capture dramatic moments from your favorite titles by reimagining them as tabletop adventures. Furthermore, Square Enix has an extensive catalog of spectacular games that you can draw upon as well. Tapping the legends, myths, stories, and characters of these games enables you to bring your own final fantasy to life.

Sources of Inspiration from Final Fantasy XIV
Main Scenario Quests
Side Story Quests
Chronicles of a New Era
Job Quests
Allied Society Quests
Guildleves
Guildhests
PvP (Crystalline Conflict, Frontline, etc.)
FATEs
Deep Dungeons
Field Operations (The Forbidden Land, Eureka, Save the Queen)
The Hunt
Treasure Hunts
NPC Dialogue
In-Game Text

Augmenting Adventures

Some official Final Fantasy XIV TTRPG scenarios include scenes that feature an icon. These icons indicate a lull in the action that you can take advantage of to insert original content or give the adventurers free rein to pursue their own goals. They are also excellent stopping points in case you need to quicksave and continue the scenario another day.

Even if the adventure you're using doesn't include icons, you can always add them in as you see fit. If you feel there's room to build on the story, or if your players come up with a fun idea for a diversion, don't let the lack of a little icon get in your way. Use of the icon isn't limited to premade scenarios, either, so feel free to sprinkle them in when writing your own adventures.

Keep in mind that the opportunities offered by icons are completely optional. If you prefer to keep your game focused or only have a limited amount of time to play, you are certainly welcome to skip over them and press on with the scenario as written. That being said, players often find these moments to be highly rewarding and entertaining, so you are encouraged to work them in if you can.

There are many ways to make the most of an icon. Planning exactly what you want to have happen is a perfectly valid option—particularly if you want to introduce new scenes or twists that you've cooked up—but you can also improvise by asking your players what they want to do and then play the rest by ear. The following are just a few ways you can leverage an icon to augment an adventure.

Make Time for Personal Quests

Personal quests portray how adventurers spend their time when they aren't exploring the world or trading blows with hostile creatures. As such, if the adventurers have an abundance of free time in the midst of an adventure, you can allow them to undertake personal quests (see page 194 of the Standard Rulebook) to describe how they make use of it. Not only can personal quests provide tangible benefits for the remainder of the adventure, they also offer opportunities for players to develop their characters and build upon their profiles.

In most cases, personal quests can be completed regardless of region or locale. After all, adventurers can simply teleport wherever it is they need to go, then make their way back once they've finished. However, if circumstances would prevent the party from undertaking particular personal quests—such as if they're lost in the mountains, or too swept up in another adventure—you may limit the personal quests the party can undertake in that situation. Alternatively, you can ask your players to come up with an explanation that justifies how their adventurers manage to complete their desired personal quest. If they can provide a sufficiently convincing argument, you should reward their ingenuity by permitting that personal quest.

Add New Encounters

Introducing a FATE or small-scale encounter is another excellent choice when faced with an icon. After all, adventurers wandering through Final Fantasy XIV's expansive open world often find themselves taking detours to accept guildleves, participate in FATEs, or pick up sidequests.

Assuming your players are victorious, you'll want to reward them for a job well done. If the added encounter has no bearing on the current adventure, awarding them with fortune or inexpensive items is likely the most appropriate option. On the other hand, if you want to integrate the encounter into your adventure, consider providing your players with information, titles, items, or bonuses that tie into the story.

Encounter rewards can also cover for missed opportunities and fill in gaps in the plot. If your players overlooked a key item or a critical piece of information, furnishing them with it at the end of an added encounter lets you surreptitiously work it back into the narrative and ensure your adventure remains on track.

Start New Scenarios

If your group is planning a sleepover or a gaming session of epic proportions, or you're looking to use an existing adventure as a springboard to kick off a campaign, consider taking advantage of the icon to stray from the narrative and begin a new scenario. This happens all the time in Final Fantasy XIV: the main scenario leads you to a new region, then gives you the freedom to take on all manner of sidequests, which in turn allows you to familiarize yourself with that area's people and get the lay of the land.

Of course, if you're only looking for a quick diversion, consider preparing several FATEs or short encounters and tying them together with plot devices or interrelated themes. You can even put the story on the back burner and just hash out the encounters, then ask your group to help you brainstorm how they all connect to each other.

Rewards

Rewards are an integral part of any TTRPG, and provide one of the most effective means a GM has for galvanizing their players to action. They also play an important role in the story; after all, no adventure is complete until the heroes claim the spoils of their victory.

When thinking of rewards, most players immediately imagine clinking purses full of gil or shiny new items to use in their future endeavors. While fortune and items are the gilded standard for a reason, they are hardly the only way to reward players. Intel on antagonists, permission to enter restricted areas, and access to influential individuals can be worth their figurative weight in gold. Even the removal of some kind of restraint or limitation could make for an excellent reward under the right circumstances. In some cases, you can distribute these rewards in the form of profile traits (see page 24 of the Standard Rulebook), which can be customized to tie in with a character's personal growth.

Whatever form your rewards take, they should reflect the amount of trouble the party went through to earn them. A difficult task should provide a commensurately larger or more valuable reward. When distributing rewards, be sure to have the other players mark down what their characters obtained on their adventurer sheets. Keeping records of the circumstances under which particular rewards were earned in a chronicle of adventure is also highly recommended, especially when playing campaigns.

When planning your rewards, take a moment to consider how much freedom they offer the other players. Many experienced TTRPG players delight in receiving open-ended rewards—fortune being the prime example of this—that they can make the most of in whatever way they deem fit. Some players, however, suffer from analysis paralysis when faced with too many options, and the time spent agonizing over their choices can be detrimental to their experience. If you suspect that any of your players fit this description, you should consider offering them a fixed reward—such as an item—in place of an open-ended one.

When to Reward Your Players

Rewards exist to motivate the adventurers or compensate them for services rendered. As a rule of thumb, you generally want to distribute rewards after the party has completed a quest or accomplished some other challenging or noteworthy task. That being said, there are plenty of good reasons to hand out rewards—particularly smaller ones—earlier in an adventure.

Ultimately, the ideal timing for rewards will differ depending on your group and the type of game you're playing. If your gaming group meets regularly or has committed to a long-term campaign, rewards can simply follow the natural contours of the story. If you're running a one-shot or your players are changing characters between each session, however, up-front rewards may be a better fit.

Rewarding Players in Advance

Kicking off an adventure with a reward may seem unusual, but there are a number of advantages to offering the adventurers payment up front. Items proffered by quest givers can improve the party's chances of success, and a down payment of fortune from wealthy clients can cover the group's expenses in pursuit of their goals.

If your group is playing a one-shot, you should make an effort to provide most of the adventure's rewards early on. Adventurers created for a one-shot likely won't be brought back to the table after the game is done, which means that any payments received for fulfilling a contract or treasures claimed from fallen foes will vanish into the void, never to be seen again. By offering rewards up front, you give your players a chance to capitalize on the fruits of their labor when it still matters.

Rewarding Players on Completion

In most games, rewards are typically issued upon the successful completion of a task. This provides a natural rhythm that your players will likely find familiar: perform a service, then reap the rewards. If your group is playing a campaign, participating adventurers get to carry over their rewards from one session to the next, providing a sense of continuity that spans the entire game.

Though late-game rewards are less appropriate when playing a one-shot for the reasons outlined above, this doesn't mean the option is completely off the table. For one, many players will celebrate any thematically appropriate reward, regardless of its usefulness. More importantly, your players may decide to bring their one-shot adventurers out of retirement at some point down the line. If there's even the slightest chance of them doing so, make sure that they record any rewards they've earned on their adventurer sheets or in a chronicle of adventure.

Items

Items are excellent ways to reward your players for their courageous deeds and acts of heroism. From commonplace *consumables* such as Potions or Ethers to wondrous relics of unfathomable power, a timely item can provide the perfect payoff for any adventure.

Variety, as the adage goes, is the spice of life. When employing items as rewards, take care to keep things fresh by utilizing a diverse mix tailored to your party—you want your players to be excited by each reward, not bored by an unending onslaught of Company-Issue Tonics. If you're in need of inspiration, see pages 150 - 153 of the Standard Rulebook for a list of common items.

Premade scenarios often feature items as rewards. If, however, a reward doesn't seem right for the party or you fear it will be met with a tepid response, feel free to replace it with another item of the same price. If your players prefer picking their own rewards, you can even choose to forgo the item entirely and replace it with an equivalent amount of fortune instead.

Any time you distribute rewards, you may need to jump in to arbitrate if arguments arise over how to split the loot. Rewards that only benefit a single character have the potential to create discord between your players, particularly when there are fewer rewards than there are adventurers. In order to maintain a fair and friendly environment, consider combining such rewards with other items to ensure that every party member earns their fair share, or offering them as one of several alternatives that the party can debate over and choose from. You can even take a page out of Final Fantasy XIV's book and have players roll to determine who claims a given reward. However you choose to handle such situations, it can't hurt to make an effort to ensure that players who get the short end of the stick find their way to more appealing rewards the next time you play.

Augmentations

Augmentations make for fantastic rewards that can empower the party during their next adventure and encourage roleplaying as the players describe their newly augmented gear. That said, they do have some disadvantages that you should take into consideration. First of all, augmentations only last until the end of the next adventure, which means they are not a terribly effective way to foster long-term growth. Moreover, a character can usually only possess a single augmentation at a time. If an adventurer already has an augmentation, or plans to spend fortune to purchase one in the near future, they may not find this reward all that appealing.

Minions & Mounts

Giving your players new minions and mounts is an excellent way to reward them for a job well done, and since both primarily serve as cosmetic embellishments, there is no risk of them upsetting the delicate balance of your game. Of course, you are free to create special minions or mounts that confer mechanical benefits to their owners as well. Should you wish to do so, be sure to refer to pages 33 - 36 for advice on designing their traits.

Fortune

Fortune serves as a measure of an adventurer's wealth, reputation, and social status. This all-inclusive currency allows the adventurers to purchase items and augmentations, as well as gain bonuses when making checks. As such, it often makes for a satisfying and flexible reward.

However, fortune can be a little lacking in luster when it comes to flavor, and wealth received as prosaic points just doesn't hold the same appeal as piles of glittering gil or priceless antiques. If you're looking for a way to add a little more color to your campaign, you may wish to consider giving your players ***valuables*** in place of fortune.

Valuables

Valuables are a type of *consumable* item that can be used at any time in place of fortune. Though they are often physical objects, *valuables* can also represent intangible rewards, such as a merchant's gratitude or a highly sought after secret. Regardless of what form they take, all *valuables* function in the same way.

Name: Custom	*Valuable, Consumable*
Shop Tier: N/A Price: N/A	
Base Effect: This item can be used in place of X fortune.	

Valuables can impart a special glow to any treasure trove the adventurers come across. Sparkling jewels, priceless works of art, bars of precious metal, and packets of rare and luxurious spices are all examples of *valuables* that will make your players' eyes shine with excitement.

Given their versatility, *valuables* offer adventurers considerable agency as to when, where, and how they are used. This, in turn, makes them a fantastic tool to encourage organic roleplaying at your table. Any time a player opts to trade in a *valuable* during your game, you can ask them to describe how their character relates its worth to the NPC with whom they are interacting. While this is entirely optional and has no mechanical bearing on the game, it is certain to add another layer of realism to the world in which the adventurers reside.

Example:

While clearing out a nest of vilekin for a local farmer, an adventurer rescues an itinerant minstrel from the clutches of a vicious monster. As a token of his gratitude, the appreciative musician writes a flattering song about his savior, which the GM determines is an intangible *valuable* worth one point of fortune. The adventurer can choose whether to retain the tune as their own personal theme song, sell the rights to this mellifluous melody to *The Raven* or another popular tabloid, or even perform it on the streets to earn some coin of their own.

Of course, if your players are not inclined towards impromptu roleplaying or are unsure of how to accurately convey a *valuable*'s worth, you can simply allow them to sell it at a shop to convert it into fortune. Liquefying an asset in this way reduces opportunities for roleplaying, but if it takes a weight off your players' minds, it's well worth permitting.

Designing Valuables

When rewarding your players with a preexisting item or an original of your own devising, you can imbue it with additional versatility by making it a *valuable* on top of its other types. Potions, for example, gain utility outside of encounters when made into *valuables* worth one point of fortune. Crafting catalysts and crafting materials acquired by completing personal quests (see page 196 of the Standard Rulebook) are excellent examples of *valuables* that also possess other effects.

If you choose to design a new *valuable*, be sure to give it a name that both generates excitement and fits the circumstances under which it is obtained. Should you need some inspiration, consider the following types of alternative currencies found in Final Fantasy XIV, past and present:

- Allagan Coins
- Company Seals
- Allagan Tomestones
- Societal Currencies
- Ventures
- Allied Seals & Centurio Seals
- Mhachi Farthings

Intangible *valuables* can take the form of practically anything you can imagine, so long as their value can reasonably be justified when used. However, coming up with believable explanations requires a great deal of imagination on your part, and an intangible *valuable*'s true value can be difficult for some players to conceptualize. As such, it's important to provide your players with a story that rationalizes the item's worth. Perhaps the weathered token gifted to the party by a grateful child serves as proof of the adventurers' heroism to the people of Ul'dah, granting them a discount equal to the item's value on the next purchase they make in the city-state. Or, perhaps, a banquet held in the adventurers' honor has an extra seat for an invited guest, and the party can promise a shopkeeper the finest meal of their life in exchange for wares of equal value.

The following examples barely scratch the surface of potential intangible *valuables*:

- A fervent prayer to Nymeia
- A song written in gratitude
- A long-lost aetherochemical formula unearthed in an Allagan ruin
- A comedic poem about the virtues of the adventuring life
- The location of a stunningly beautiful and untouched land ripe for settlement
- A banquet held in an adventurer's honor
- The dying wishes of a wealthy merchant
- A spiteful rumor with the potential to harm a powerful noble's reputation
- A promise of aid from the head of an influential house

When coming up with a name for a new *valuable*, you are always welcome to make use of the tables to the right to pick a name at random, choose options that make sense for the reward you're designing, or simply peruse them in search of inspiration.

Random Valuable Naming Tables

Prefix (1d20)

1	Rusted	11	Aged
2	Faded	12	Connoisseur's
3	Cracked	13	Rarefied
4	Archaic	14	Salvaged
5	Stained	15	Damaged
6	Scarred	16	Near Eastern
7	Decayed	17	Coerthan
8	Ancient	18	Orphanage Donation
9	Mysterious	19	Heartfelt
10	Buried	20	Bespoke

Type (1d6)

1	Artifacts
2	Accessories
3	Arms & Armor
4	Furnishings
5	Curios
6	Wares

Artifacts (1d6)

1	Vessel	4	Ore
2	Shell	5	Seal
3	Gem	6	Fossil

Accessories (1d6)

1	Ring	4	Necklace
2	Bracelet	5	Belt
3	Earring	6	Anklet

Arms & Armor (1d6)

1	Helm	4	Chausses
2	Cuirass	5	Greaves
3	Gauntlets	6	Weapon

Furnishings (1d6)

1	Tapestry	4	Painting
2	Rug	5	Statuette
3	Bust	6	Handicraft

Curios (1d6)

1	Spellbook	4	Seeds
2	Phial	5	Mask
3	Decanter	6	Bauble

Wares (1d6)

1	Souvenir	4	Cold-Weather Gear
2	Local Specialty	5	Gift
3	Materiel	6	Commodity

Titles

One of the most effective means of celebrating the adventurers' victories is to reward them with titles. Titles serve as flavorful embellishments for an adventurer's profile and function as a record of that character's deeds and accomplishments. This means that the adventurer's legend will grow with every title earned, making them an excellent supporting element of character growth. A well-designed title can even serve as a springboard for future scenarios—the title "Neverlasting Gobstopper," for instance, could be a fabulous hook for a campaign where the party finds themselves the target of Illuminati assassins seeking revengeance for their fallen kin.

When naming a title, you should strive to incorporate words or phrases that pay tribute to the circumstances under which it was earned. Try harnessing descriptive imagery that evokes a deadly foe the party vanquished, references the name of a completed scenario or quest, or summarizes the adventurers' accomplishments. You can always draw inspiration from the many titles found in Final Fantasy XIV or from the scenarios included in this book, in the Starter Set, and in the Standard Rulebook.

Titles can also influence the game as part of an adventurer's profile. Even if they lack specific mechanical effects, they still affect how other characters within the world view them. As such, you should take the adventurers' titles into consideration when awarding advantage dice on specific checks during the game (see Awarding Advantage Dice on page 181 of the Standard Rulebook).

> **Example:** If an adventurer is using the title "Athletic," you may award them one advantage die on checks made when interacting with an NPC enthralled by rippling muscles.

Lastly, titles can have mechanical effects that confer advantage dice or other benefits to adventurers in or outside of encounters. When designing these titles, you may want to refer to the sample starting titles on page 27 of the Standard Rulebook and the sample titles found on page 36 of this book, as well as Creating Rewards with Unique Effects to the right for advice. Of course, you're more than welcome to create game-changing titles that provide powerful effects—just be sure you're aware of how they will affect the game and plan future scenarios accordingly.

Creating Rewards with Unique Effects

Acquiring permanent rewards—such as titles, minions, and mounts—gives adventurers a chance to grow as characters. Even if they lack mechanical benefits, these rewards serve as a reminder of an adventurer's deeds and can elicit reactions from other characters they encounter. For example, a title that hearkens back to a heroic stand might inspire respect, while a fearsome mount could strike awe into all who witness it.

Gratifying though narrative rewards can be, rare is the player who does not delight in having their efforts recognized in the form of rewards with unique effects. A title, minion, or mount that confers some manner of mechanical benefit will not only enhance the players' experience in games to come, but also ensures that they will forever remember the adventure during which they obtained it.

The following pages outline some methods for creating rewards that possess unique effects, which you can then incorporate into your adventures.

Designing an Effect

As a GM, inventing new effects that complement the party's playstyle and enhance the narrative can be a fun way to flex your creative muscles. If, however, you need to create a reward on the fly, or simply want to have a little more structure during this process, you are always welcome to make use of the methods described below.

Remember that the collaborative approach is always an option as well, and it can be equally rewarding to include the other players in the creative process. Together, you are certain to come up with all manner of fantastic rewards that tie into the story and enhance the play experience for everyone at the gaming table.

1. Profile Trait-Inspired Effects

If you want to create a reward with an effect similar to that of a profile trait, refer to page 24 of the Standard Rulebook to create a profile trait, then apply its effect to your reward.

2. Item- or Augmentation-Inspired Effects

If you want to create a reward with an effect similar to that of an item or augmentation, choose an existing item or augmentation, then apply its effect to your reward.

3. Analytical Effects

Some rewards have effects that provide the players with useful information. Typically, this kind of effect reveals part of an enemy's encounter data when the party runs across a specific monster or a character with a particular classification. While the inner workings of the effect are up to you, you'll generally want it to reveal a single attribute, trait, or ability. The title "Lazy for Laurence" from the Starter Set—which can reveal the Defense of seedkin characters—is a great example of a title with this effect.

If you wish, you can even create a reward with a more potent version of this effect that lays bare all of a specific monster's encounter data. Such effects can be difficult to balance, however, so you may want to provide this information to the party as a reward for their actions during the adventure instead.

4. Ability-Granting Effects

Rewards can also grant adventurers new abilities that they can utilize during encounters. To create this kind of reward, choose a *secondary* or *instant* ability from an existing job's kit, then remove any references to job-specific resources or traits.

In order to keep these abilities balanced, you'll generally want to pick them from the information for characters between level 30 and level 50. Regardless of whether the original ability has a limitation, it's often best to restrict the use of an ability-granting reward's effect to once per encounter.

As a general rule, you should avoid drawing on *primary* abilities for these effects. *Primary* abilities are often designed with a specific job's role and traits in mind, which makes them either practically useless to other jobs or so powerful that they upset the game's balance.

Example 1: You decide to reward your players with a new title, "Learned of Levin," which grants the **Thunder III** ability taken from the job information for a level 50 black mage. To make it suitable for other jobs, you remove the condition that requires the user to be under the effect of **Thunderhead Ready**, then give it a limitation of once per encounter.

Example 2: You decide to reward your players with a new title, "Sworn to Protect," which grants the **Sturdy Shield** ability taken from the job information for a level 30 paladin. Given how potent this ability is, you add a condition that requires the user to be within 1 square of another allied character to prevent it from upsetting the game balance.

Balancing Effects

When designing a reward that confers a beneficial effect, it's important to consider the consequences it will have on the game's balance. Effects that are always active or that can be used an unlimited number of times may prove disruptive in the long run, and should be handled with the utmost care. As a GM, the last thing you want is for a reward to allow your players to bypass challenges entirely, or worse, to give a single party member so much power that they consistently upstage the other adventurers.

To keep these effects in check, you'll want to build in clauses that dictate how and when a reward's effect can be used. While there are many ways to go about this, the most efficient methods limit when an effect can be used or outline what must occur before that effect refreshes and can be used again.

Prerequisites

One method of balancing effects is to include a clause that outlines the conditions under which an effect can be used, or in the case of more passive effects, becomes active. The following examples illustrate common prerequisites that you can choose from when designing rewards or use as reference to create new ones:

- **Location**
  The adventurer must be in a specific location to benefit from the reward's effects.

Plains	Caves
Forests	Tundras and glaciers
Deserts	La Noscea
Cities and towns	The Black Shroud
Mountains and hills	Thanalan
Coasts, rivers, and oceans	Aetheryte plazas

- **Time**
  The adventurer can only benefit from the reward's effects during a specific time.

Morning
Midday
Evening
Night

- **Situations**
  The adventurer can only benefit from the reward's effects in specific situations.

In direct sunlight
In contact with water (water-aspected)
Near open flames (fire-aspected)
During a thunderstorm (lightning-aspected)
In contact with snow or ice (ice-aspected)
Outdoors and in contact with dirt (earth-aspected)
While wind is blowing (wind-aspected)

- **Encounter-Related Prerequisites**
  The adventurer can only benefit from the reward's effects when certain conditions are met during an encounter.

The user's HP is less than or equal to half of their Max HP
The user's MP is equal to their Max MP
The user is within a specified number of squares from another character
The user is under the effect of a specific enhancement or suffering from a specific enfeeblement

Refresh Requirements

Some effects are too powerful to allow them to be used indefinitely. One way to balance the equation is to imbue such effects with a refresh requirement that indicates a specific action that must be performed or an event that must occur to refresh the effect. As you might expect, these requirements only make sense for effects that must be used, rather than those that are always active. If a title has a refresh requirement, the conditions must be met while the title is in use.

The following examples illustrate common refresh requirements that you can choose from when designing rewards or use as reference to create new ones:

- **Event-Based Requirements**
  In order to refresh the effect, a specific action or event must take place. For example, the adventurer might have to sleep for a full cycle, complete an encounter, or use a *meal* item.

- **Upkeep-Based Requirements**
  In order to refresh the effect, the adventurer must spend a predetermined amount of fortune to repair, maintain, or care for the reward. This can be a useful requirement for tangible rewards such as minions and mounts. Depending on the effect in question, anywhere between one and three fortune is a reasonable expense for an upkeep-based refresh requirement. If you wish, you may specify where this process must take place, such as in a major city, at a particular shop, or at a stable.

- **Encounter-Based Requirements**
  In order to refresh the effect, the adventurer must accomplish a particular feat during an encounter, such as reducing a certain number of foes to 0 HP or scoring a critical with an ability. It goes without saying that you should only implement these requirements for effects that can be used during encounters.

As important as it is to preserve game balance when designing rewards, always remember that the goal of the game still comes first. If it would enhance the story and result in a more enjoyable experience for you and your players, there is no need to shy away from effects that can smash game balance into flinders. The following are just a few examples of balance-breaking rewards that could lead to dramatic and entertaining situations during an adventure:

- A title that multiplies an adventurer's Max HP by 10.
- An augmentation that causes all of an adventurer's abilities to score criticals.
- An item that gives an adventurer access to all of a specific job's abilities, regardless of the job they're playing as.
- A title with the same effects as an augmentation of the adventurer's choosing. Unlike augmentations, its effects are not lost at the end of an adventure, and unless otherwise stated, will stack with the effects of an augmentation.

By the same token, rewards can also be subtle or unassuming. You could, for example, create a title that lacks mechanical effects but, like other aspects of an adventurer's profile, influences your decision to award advantage dice on specific checks. If, at some point in the future, you decide that such a reward should offer a more tangible benefit, there is nothing stopping you from adding new effects to existing rewards for the players to discover.

Sample Rewards with Unique Effects

This page contains sample minions, mounts, and titles that you can incorporate into your game or draw upon for inspiration when designing your own.

While the vast majority of minions and mounts do not directly take part in encounters, they may well have traits that support the adventurers as they engage their foes. Regardless of the effects of their traits, mounts withdraw to a safe location when an encounter begins, while minions cower behind their owners or hide inside their packs until all monsters have been vanquished. That said, there is nothing stopping you from designing a minion or mount that behaves otherwise, should you choose to do so.

Keep in mind that unless otherwise stated, titles only take effect while in use. Similarly, a minion or mount's traits only take effect while that minion or mount is summoned.

Sample Minions

Water Imp — *Minion*
Traits: While accompanied by this minion, grants **Revivify (3)** while rain is falling or while your head is submerged in water.

Coblyn Larva — *Minion*
Traits: While accompanied by this minion, you may roll a d20 at the end of an encounter. If the result is 15 or higher, obtain one set of Shards (see page 196 of the Standard Rulebook).

Nutkin — *Minion*
Traits: While accompanied by this minion, receive one advantage die on checks to hide from another character.

Minions and mounts with extraordinarily powerful traits can be an innovative way to empower the adventurers and enable them to accomplish otherwise impossible feats. As explained on the last page, rewards should always prioritize the narrative and play experience, even if that means treading on the game's balance. To illustrate, consider the following minion:

Sanctified Unicolt — *Minion*
Traits: While accompanied by this minion, you may use a secondary action to recover HP equal to your **Max HP**. Afterwards, this trait's effect cannot be used again until you complete a personal quest.

Under normal circumstances, a minion that allows a character to heal up to their **Max HP** would be far too powerful to put into the players' hands. But what if your adventure features a truly merciless boss capable of tearing through an adventurer's HP with a single attack? In that case, rewarding the party with this minion before they confront their fearsome foe would be an excellent way to ensure they'll have a fighting chance, and it's not hard to imagine how tense and dramatic the ensuing battle will be.

Sample Mounts

Magitek Armor — *Mount*
Traits: While riding this mount, receive one advantage die on checks to destroy structures and other physical objects.

Archon Throne — *Mount*
Traits: You may rest while riding this mount. If you use a *meal* item while resting on this mount, grants **Revivify (2)** at the start of the next encounter. This effect is removed the next time you rest or at the end of the next encounter.

Griffin — *Mount*
Traits: While riding this mount, you cannot be affected by wind and gale weather effects. During the first round of encounters, this trait affects all allies on the encounter map.

Chocobo Carriage — *Mount*
Traits: While riding this mount, you may purchase a single item with a shop tier of average or lower while resting, even if there are no shops nearby. Afterwards, this trait's effect cannot be used again until you visit a shop with a shop tier of average or higher.

Sample Titles

Mammeteer
Effect: Your minion behaves as a pet during encounters (see page 65 of the Standard Rulebook). Your minion moves with you, takes its turn immediately before you, and may use the following ability.

Attack — *Primary, Physical*
Target: Single Range: 1 square
Base Effect: Deals 1 damage to the target.

Child of the Elements
Effect: When this title is earned, the GM chooses a specific elemental aspect. You may use an ability with the specified elemental aspect regardless of whether its conditions have been met. Once resolved, this effect cannot be used again until you have slept for a full cycle.

Chapter 3: Exploration & Interaction

A typical adventure involves more than just a series of clashes with monsters and other foes. Outside of encounters, adventurers tend to spend a good deal of their time exploring Hydaelyn and interacting with Her peoples. This chapter introduces the most common types of non-encounter scenes and outlines some of the ways in which player characters can navigate them.

Exploration Scenes & Interaction Scenes

Scenarios often include scenes in which the party explores a location or interacts with NPCs to further the plot. When writing an original scenario, you'll likely want to incorporate similar scenes into your game, and even if you plan to run a premade scenario, chances are good that an unexpected turn of events will require you to invent these sorts of scenes on the spot.

Most scenes fall into one of two categories: exploration scenes and interaction scenes. More often than not, these scenes take place outside of encounters, although it is possible to design an encounter that contains an exploration or interaction scene as well.

What Is an Exploration Scene?

Exploration scenes depict dynamic moments in an adventure that are filled with noncombat action. Trekking through the wilderness to reach a far-flung destination, scouring a forest to locate a bandit camp, shadowing a target through the alleys of a major city-state, and finding a specific tome within a grand library are all examples of exploration scenes.

In the world of Final Fantasy XIV, aetheryte crystals allow adventurers to teleport across vast distances in the blink of an eye. While this can simplify travel considerably, don't forget that adventurers can only teleport to aetherytes they've previously attuned to, and can only bring their personal possessions when doing so. Besides, while teleportation makes long-distance travel easy, there are still vast tracts of uncharted wilderness out there just begging to be explored.

What Is an Interaction Scene?

Interaction scenes revolve around communication with the myriad and diverse NPCs that inhabit the world. Asking passersby for directions, bartering with traveling merchants, interrogating prisoners, and attempting to tame wild animals are all examples of interaction scenes.

Communication on Hydaelyn is greatly aided by the use of linkpearls, which give adventurers the ability to communicate with contacts and acquaintances from afar. While these useful tools can come in handy during interaction scenes, they require characters to have previously exchanged linkpearls, and are limited to voice communication only.

Making Checks During Exploration and Interaction Scenes

During exploration and interaction scenes, players determine the actions their adventurers take in order to accomplish their goals and advance the plot. In many cases, checks are required to determine how successful they are, which in turn influences the outcome of the scene. For more information on how to handle these checks, see pages 180 - 181 of the Standard Rulebook.

Scripted Actions

While choosing a course of action and making the corresponding checks is a core part of this TTRPG, inexperienced players can find coming up with ideas on their own to be daunting. Similarly, having to determine appropriate checks for player actions on the fly can be overwhelming for fledgling GMs. If you anticipate this being a problem for your group, you may want to consider preparing scripted actions that your players can pick from instead.

A scripted action is any situation in which you provide the players with a check or choice that has been planned out in advance. Scripted actions do not always require players to make a check—easily accomplished actions can typically be performed without them. In other cases, a scripted action may require an adventurer to spend fortune or part with a specific item to bring about the desired outcome.

Imagine a scene in which the party needs to gather information from NPCs in a specific location. Instead of asking the players what they want to do, you could point them in the right direction by mentioning that there are four NPCs with quest icons over their heads or providing them with a list of the characters they need to speak to. Giving the players a choice you planned in advance rather than asking them to decide what to do on their own makes this a scripted action.

Using Scripted Actions

How you choose to employ scripted actions is entirely up to your discretion. A few subtle hints might be enough to get the players on the right track, but communicating specific actions the adventurers can perform is an equally valid option, particularly if your players have limited TTRPG experience or are less confident when it comes to improvisation.

Laying out scripted actions allows the other players to identify the checks their adventurers are likely to succeed on and the actions that best align with their characters' profiles, especially if you reveal the types of checks required and their corresponding CRs. Scripted actions can even serve to encourage new ideas or act as a springboard for a spontaneous bit of roleplaying.

Scripted NPC Interactions

NPC	Check	CR
Flame Private Adelena	STR	15
Papawazu	MND	12
Amajina & Sons Miner	VIT	Hidden
Flame Overseer	Hidden	Hidden

Say you were to provide your group with the scripted actions detailed above. The party member with the highest **STR** might choose to speak with Flame Private Adelena, while an adventurer whose profile lists them as a member of the Immortal Flames might approach the flame overseer, given that the two belong to the same Grand Company.

While scripted actions can be highly specific or mention NPCs by name, they can just as easily be general and broad in scope. For example, if your adventure involves a scene in which the party has to investigate a murder, you could provide a few key terms or avenues of inquiry for your players to choose from and develop the scene from there.

Scripted Murder Investigation

Inquiry	Check	CR
Crime Scene	INT	10
Witnesses	VIT	Hidden
Cause of Death	INT	10

When providing the players with less specific scripted actions, ask them to describe how their adventurers go about accomplishing their chosen task. This, in turn, can influence the attribute or value used for the check. For example, an adventurer investigating the crime scene by attempting to sense residual aether would call for an **INT** check, while carefully combing the scene for evidence would instead warrant a **VIT** check.

The way in which an adventurer approaches a scripted action can even affect the information they glean from it. If you feel that an adventurer's approach is particularly insightful or well suited to the situation at hand, feel free to award them an advantage die on the check or additional information should they succeed. Conversely, if their methodology is a poor match for the chosen task, you can increase the check's CR or limit the information they learn by making the check.

Adding New Scripted Actions

Scenes are not static set pieces—at least, they don't have to be. Situations evolve as the adventurers move through them, and information the party uncovers can shed new light on previous assumptions. When making use of scripted actions, don't feel obligated to lay everything out at the beginning of the scene. In fact, keeping certain scripted actions in reserve can help a scene unfold organically. Once the party obtains relevant information, travels to a new location, or simply waits long enough, you can inform the players that additional scripted actions have become available.

Consider the murder investigation mentioned in the previous section. If an adventurer succeeds on the check regarding witnesses, they learn that a postmoogle flew by at the moment of the crime. Now that the party is in possession of a new piece of information, you can introduce a scripted action that allows them to interrogate the moogle. Then, while the party is on their way to question this winged witness, they learn that a second murder has occurred, at which point you could add another scripted action to learn more about the new victim.

Degrees of Success

Checks can do more than just determine whether an action ends in success or failure. If a character's total for a check exceeds the CR by a significant margin, you can rule that the skill with which they performed the action reveals additional information, grants them an advantage die on a related check, or affords them some other benefit.

Not every check has to involve degrees of success, and you may choose whether to plan for them in advance or add them on the spur of the moment. If circumstances allow, you can even permit the adventurers to reattempt a check in hopes of attaining a better outcome. Of course, spending too much time on a single task could backfire, as events in the wider world continue to unfold while the party dawdles.

Think back to the murder investigation scene mentioned earlier. The check to deduce the cause of death has a CR of 10 and reveals that the victim was killed with some kind of blunt object. However, you could decide that a total of 15 or higher also identifies the murder weapon. If an adventurer makes this check and winds up with a total of 14, you can say, *"You deduce that the victim was killed with some kind of blunt object. The shape of the wound seems familiar to you; further investigation might help you identify what made it,"* to prompt them to try again, or remind them that they can spend fortune to increase their total for the check as outlined on page 156 of the Standard Rulebook.

Scripted Actions vs. Immersive Play

Some players—particularly those with years of TTRPG experience under their belts—may find scripted actions to be at odds with what they most enjoy about tabletop RPGs. This is completely understandable; while being presented with a list of predetermined options to choose from is commonplace in video games, some find that it detracts from the boundless freedom unique to TTRPGs.

If your group feels this way, fear not: scripted actions are entirely optional, and you can enjoy the Final Fantasy XIV TTRPG without ever making use of them. Just remember that others may feel differently, and their preferences are no less valid. Scripted actions can be particularly useful for new players, helping them navigate the ins and outs of the game and allowing them to engage with a medium that might not be accessible otherwise.

Time Management in Exploration & Interaction Scenes

When running a particularly intricate or action-packed scene, you may want to consider using rounds to manage the flow of time and keep track of everything that occurs. In no particular order, have each adventurer take a turn performing an action, which may or may not require a check. Once that action is resolved, their turn ends, and play passes to another adventurer who has yet to take a turn that round. When all of the adventurers have taken a turn, the round ends, and a new one begins.

Using rounds can also make it easier to manage scenes in which the party splits up. For example, if a party of four adventurers splits into two groups of two, you could have the first pair take their turns, describe the outcome of their actions, then shift to the second pair and do the same for them. This affords each adventurer the freedom to approach the task at hand however they see fit while ensuring that the entire group advances through the scene at a similar pace.

Sometimes, characters need to make checks in response to unexpected situations or to avoid danger. These checks are reactive—much like *instant* abilities used during encounters—and generally should not count towards the single action each adventurer can perform each round. Remember that **Vigilance** is generally used to determine how aware the adventurers are of their surroundings, and does not require any checks.

Example 1: The adventurers attempt to scale the side of a cliff, and you determine that this scene is dynamic enough to warrant using rounds to manage the party's actions. Adventurer A chooses to go first, and on their turn, makes a **STR** check to climb several yalms straight up to a prominent ledge. Next, Adventurer B makes an **INT** check to discern the easiest route to the same ledge. Once the remaining party members have taken a turn, the round ends, and Adventurers A and B can each perform another action.

Example 2: Continuing from the previous example, the party is climbing up a craggy cliff when several rocks tumble down from up above. You ask the adventurers to make either a **DEX** check to dodge out of the way or a **VIT** check to deflect the falling stones without losing their grip on the wall.

If the falling rocks were an ability, the situation would call for an ability check against the adventurers' **Defense**. In this case, however, the adventurers are reacting to the world around them, and so the check would be treated as if it were an *instant* ability. The adventurers can still perform actions on their turns this round.

Extended Challenges

Some tasks are too complex or involved to be resolved with a single check. Enter **extended challenges**—a framework by which the party can accomplish difficult objectives. Convincing the leaders of two rival factions to set aside their differences and work together, sneaking into a Garlean castrum and setting explosives without being detected, studying an unfamiliar Allagan relic and restoring it to working order, and disarming a fiendishly cunning trap as a timer ticks down are just a few situations in which an extended challenge could enhance your play experience.

Extended Challenge Overview

Extended challenges take a larger goal and break it down into individual steps that the party attempts to complete over a series of rounds. Each round, the adventurers take turns performing actions and making checks until they've accomplished what they set out to do.

Extended challenges are comprised of the following elements.

Goal

The primary objective that the adventurers are trying to accomplish. Completing all the steps of an extended challenge typically results in the attainment of the extended challenge's goal. In some cases, the goal can change or additional goals emerge as the party progresses through the extended challenge.

> **Example:** The party is making their way through a jungle when an elderly Lalafell approaches them for help. The rope bridge leading to her village has collapsed, leaving her stranded with no way home. Worse, she spent the afternoon fishing in a nearby river, and if she can't make it back before dark, the other villagers will go hungry.
>
> **Goal: Repair the Rope Bridge**

Steps

The number of steps that make up the extended challenge.

> **Example:** Assisting the Lalafellin woman requires an extended challenge composed of two steps: gathering sturdy lumber, and repairing the fallen bridge.
>
> **Steps: 2**

Successes Required

The number of successful checks the party needs to make in order to complete the current step and advance to the next. More difficult steps generally require more successes to complete. The table below can be used as a point of reference when determining the number of successes required to complete a given step.

Successes Required Reference Table	
Simple Task	1 - 2
Average Task	3 - 4
Complex Task	5+

> **Example:** The first step, gathering lumber, requires three successes to complete. The second step, repairing the bridge, only requires a single successful check, but has a higher CR.

Task

The task that the party needs to accomplish to proceed to the next step.

Step Actions

The actions that the party can perform, along with the values and CRs for the corresponding checks.

> **Example:**
>
> **Step 1: Gather Lumber**
>
> Step Actions
>
> Chop down a tree | Check: **STR** | CR: 13
>
> Collect timber* | Check: **DEX** | CR: 10
>
> *Once an adventurer has succeeded on this action, it cannot be performed again.
>
> **Step 2: Repair the Bridge**
>
> Step Actions
>
> Repair the bridge | Check: **STR** or **DEX** | CR: 18

Constraints

The manner in which the number of rounds elapsed impacts the outcome of the extended challenge. Most extended challenges make use of one of the following constraints. Be sure to inform the other players which one applies before beginning the extended challenge.

Extended challenges made when there is a limited amount of time to achieve the goal must be completed within a specified number of rounds. If the final step has not been completed by the end of the last round, the party fails the extended challenge. This doesn't necessarily mean that the adventurers' efforts are entirely in vain, however. You may decide that the group completes part of what they set out to do, or manages to accomplish their goal but is faced with an unanticipated complication.

Even if a situation is not explicitly time-sensitive, events continue to unfold as the party goes about their business. In lieu of a strict round limit, the outcome of these extended challenges changes based on the number of rounds it takes to complete them. If the adventurers are swift to finish, they may succeed spectacularly, but if they drag their feet, the consequences can be dire. Of course, such details should be kept secret from the other players until they have completed the extended challenge.

> **Example:** If the party cannot repair the bridge before nightfall, the fish the Lalafellin woman caught will spoil, leaving her village nothing for supper save a few sprouted popotoes.
>
> **Constraints: Must succeed by the end of round 3**

Performing Extended Challenges

Extended challenges take place over a series of rounds. Every round, each party member takes a turn making one of the following types of checks. Unlike encounters, adventurers do not have to take their turns in any specific order.

Progress Checks

Progress checks allow the party to make headway on the current task. To make a progress check, an adventurer chooses a step action and makes the corresponding check. Each successful progress check counts towards the number of successes required to complete the current step. For the purposes of extended challenges, all step actions are resolved in the space of a single round, even if a particular action would take more or less time to perform under normal circumstances.

Assist Check

Assist checks contribute to the party's efforts by granting advantage dice. To make an assist check, an adventurer makes a check using the primary attribute of their choosing. This check's CR is the same as that of the step action with the lowest CR. Successful assist checks do not count towards the current step's required successes; instead, they award the party one advantage die that can be used by any adventurer on a future progress check. There is no limit to the number of advantage dice the party can have, although unused advantage dice are lost when the extended challenge is completed.

> **Example:**
>
> To complete the first step of the extended challenge, the adventurers have to gather lumber. The step actions they can choose from require a **STR** check with a CR of 13 or a **DEX** check with a CR of 10, although the latter can only be completed once.
>
> Adventurer A succeeds on the **DEX** check, securing the first of the party's required successes. Adventurer B, judging that their low **STR** is not a good match for the remaining step action, decides to make an assist check using **INT**. The CR of this check is 10, the same as the lowest of the step actions.

Adjusting Extended Challenges Based on Party Size

If the adventuring party consists of fewer than four adventurers, you will need to make provisions when using extended challenges. One option is to allow companions to participate, despite them not normally making checks. Alternatively, you can reduce the number of successes required to account for the smaller party.

Failing an Extended Challenge

Some situations call for extended challenges that evoke a sense of urgency. The simplest way to accomplish this is to put the party's success in doubt by imposing one or more conditions under which the party can fail. For example, you could declare that a time-sensitive step must be completed within a limited number of rounds, or that failing a certain number of progress checks during a given step ends the extended challenge then and there.

Using Other Attributes for Progress Checks

The attributes used when making a progress check are typically determined in advance for each step action. However, if a player makes a convincing case as to why a different attribute could be used instead, consider making an exception to reward their clever thinking.

GM: *After returning to Ul'dah, you set about deciphering your mysterious new map. We'll be using an extended challenge to play out this scene, so you'll need to take turns making checks. Who wants to go first?*
Blaze: *May I? The Thaumaturges' Guild has a sizable collection of ancient texts that might shed some light on the script used. Perhaps I could search the archives for relevant tomes?*

The other players agree with Blaze's suggestion, so the GM has them make a progress check using **INT** with a CR of 8. They depict their attempt by roleplaying a scene in which Blaze approaches Yayake—the guild's receptionist—for advice before entering the archives. Blaze rolls for a total of 9—a narrow success.

Draken: *Nice work! You know, it occurs to me that we might be able to cover more ground if we each had a copy of the map. Would it be possible to transcribe it?*
GM: *A fine idea, but it wouldn't directly contribute to the current task. I'll allow you to make an assist check for this, if you'd like.*

Draken agrees with their assessment, so the GM has him make an assist check with a CR of 10. Draken chooses to use his **DEX** for this check and, because he spends his downtime as a Disciple of the Hand, describes a scene in which he enlists the services of a scribe he's acquainted with. Pleased to see him incorporate his profile into his roleplay, the GM awards him an advantage die on the check, and he succeeds with a total of 17.

Warner: *Now that we've each got a copy of the map, maybe I can take one and ask around town. Someone's got to recognize these glyphs, right?*
GM: *Unfortunately, Draken hasn't finished transcribing the map yet. You could certainly do that next round, though!*
Warner: *Fair enough. All right, maybe I can try and figure out if the lay of the land shown on the map matches somewhere I've been before?*

The GM allows this, but because Warner is not especially observant of the terrain while adventuring, decides the progress check will use **MND** and have a CR of 20. Warner describes a scene in which he visits the Quicksand for a snack as he mulls things over. Momodi, the tavern's proprietress, offers her assistance, but knows no more about the map than the party. Warner's total for this check is 14, so his attempt ends in failure.

Whitley: *Don't let it get you down, Warner. Perhaps what we need is a master cartographer! Surely someone who makes maps for a living can offer a clue or two to point us in the right direction.*
GM: *Ul'dah is home to a fair few cartographers, but it may not be easy to track them down. Still, you're certainly welcome to try!*

The GM has Whitley make a progress check using **MND** with a CR of 15. Whitley roleplays a conversation with a merchant in the Sapphire Avenue Exchange who, after listening to her describe the map, introduces her to an expert. The GM awards her an advantage die on this check, and she succeeds with a total of 19. However, unbeknownst to the players, the merchant goes on to share the details Whitley revealed about the map with a group of treasure hunters.

At the end of the first round of the extended challenge, the party has succeeded on two progress checks and earned one advantage die from Draken's assist check. But their investigation has tipped their hand, and another group of treasure-hungry adventurers has put their own plans into motion. Of course, the party has no way of knowing this, and whether or not they'll beat their soon-to-be rivals to the prize remains to be seen.

CHAPTER 3: EXPLORATION & INTERACTION

Improvising Extended Challenges

Designing extended challenges can involve a fair amount of forethought and planning, but this doesn't mean that you can't improvise them as well. If the other players propose a course of action that would warrant an extended challenge, you can either ad-lib it yourself, or work together with your group to come up with one on the spot.

1. Confirm the Goal

Make sure you and the players are clear about the extended challenge's goal.

2. Come Up with Steps

Work with the other players to come up with the steps that need to be completed in order to accomplish the goal. Use their suggestions to choose step actions, determine the attributes and CRs used for the checks, and decide on the number of successes required.

3. Determine the Constraints

Consider how the number of rounds taken to complete the extended challenge should affect the outcome, then choose one of the constraints outlined on page 40.

Example:

GM: *You take down the last of the bandits and—oh! What's this? A clear glass bottle topples into the dust from the bandit's sack of plunder. There seems to be a roll of parchment sealed inside it.*
Blaze: *What could it be? A treasure map, perhaps?*
Whitley: *GM, is it possible to get the parchment out without damaging it?*
GM: *It shouldn't be a problem if you can get the bottle open, and the cork looks easy enough to remove with your adventuring supplies.*
Warner: *Pass it here, Whitley. If this is a trap, we don't want our healer to bite the dust.*
GM: *You all hold your breath as Warner carefully uncorks the bottle, and...nothing happens. You extract the roll of parchment and open it to find a hand-drawn map. The glyphs scrawled in the margins are unfamiliar, but you don't need an interpreter to tell you what the big red X in the center of the map means.*
Blaze: *You're kidding! An honest-to-gods treasure map!?*
Draken: *Fascinating glyphs, these. I wonder if this is Far Eastern script, like they use in Kugane?*
Whitley: *A good question, and one worth looking into after we return to Ul'dah. For now, though, we should put the map away—we have yet to clean up from our clash with the bandits, after all.*
Warner: *Point taken. No sense in getting blood all over it, is there?*
Blaze: *Certainly not! Let's head back, shall we?*
Draken: *Agreed. We've taken care of the bandits, so our work here is done.*

Seeing how excited the other players are to learn more about their newfound map, the GM decides to improvise an extended challenge for the next scene. An investigation has more than enough potential for roleplay, and to simplify it down to a few rolls of the dice would be a waste of a good bit of drama.

First, the GM confirms the party's goal: finding the hidden treasure, of course! Next, they work with the other players to come up with steps. This extended challenge calls for two steps: decipher the map and search for the treasure. As both tasks are of average difficulty, each step requires three successes to complete. Instead of coming up with specific step actions, the GM opts to ask the other players what their characters do to accomplish these tasks. Finally, since the extended challenge is not particularly time-sensitive, the GM decides that having the outcome change depending on the number of rounds elapsed would be an appropriate constraint.

Without giving anything away to the other players, the GM comes up with plausible ways this extended challenge can end. If the party completes the challenge before the end of the fourth round, they'll find their way to the spot marked on the map and claim the treasure for their own. If it takes them five rounds or more, however, they'll arrive to find that another adventuring party has beaten them there, and has already started digging!

Extended Challenge Template

Goal ( )

☐ Must succeed by the end of round ___

☐ Outcome changes depending on rounds elapsed

What are the adventurers trying to accomplish?

Advantage Dice

Keep track of advantage dice earned from assist checks here. There is no limit to the number of advantage dice the party may possess at any given time. Unused advantage dice are lost when the extended challenge is completed.

Step

Task ( )

Step Actions	Successes Required
Attribute / CR	

Successes

Failures

Rounds Elapsed

Step

Task ( )

Step Actions	Successes Required
Attribute / CR	

Successes

Failures

Rounds Elapsed

Step

Task ( )

Step Actions	Successes Required
Attribute / CR	

Successes

Failures

Rounds Elapsed

Complete!

Total Rounds Elapsed

Extended Challenge Summary

- Every round, each party member takes a turn to make a check. Adventurers do not have to take their turns in any specific order.
- Progress checks use a predetermined attribute and count towards the number of successes required.
- Assist checks use a primary attribute of the player's choosing. They do not count towards the number of successes required, but instead earn the party an advantage die.

Challenge Rating Reference Table			
Easy	6	Very Hard	20
Average	10	Extremely Hard	25
Hard	15	Nearly Impossible	30

Successes Required Reference Table	
Simple Task	1 - 2
Average Task	3 - 4
Complex Task	5+

You may need to prepare additional sheets if your extended challenge involves more than four steps.

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Chapter 4: Designing Encounters

Dramatic encounters are a key part of any memorable adventure. This chapter explains how to design and balance your own original encounters, from choosing and customizing monsters, to incorporating battlefield features, weather, and objects into the encounter map to make it more dynamic.

Enemies

With few exceptions, every encounter needs enemies. Premade scenarios include encounter data, placement information, and tactics for all the NPCs participating in a given encounter. If you're writing an original scenario, however, you'll need to prepare this information on your own.

Even if you prefer to use premade scenarios, it's entirely possible that there will be times when you need to adjust an encounter or come up with a new one. After all, your players' choices may well result in the story deviating from the scenario as written. This is perfectly normal, and designing new encounters for any trouble the party stumbles into is one of the joys of being a gamemaster.

Threat Rankings

The vast majority of the monsters included in this book have been assigned one of the following five threat rankings. An enemy's threat ranking is a general estimate of the level of danger they pose, and can be a useful metric when designing encounters.

Mobs

Mobs are hardly a threat when taken alone, but what they lack in individual might, they make up for with force of numbers. Their abilities don't deal much damage, and their **Max HP** is so low that they can only withstand a few hits, if that. Magical ranged DPS jobs fare well against mobs, targeting and eliminating entire groups of them in one go.

When fielding mobs, leverage their numbers to overwhelm the tank. While the tank has their hands full managing **Enmity**, you can send any unhindered foes after the other members of the party.

Menaces

Menaces take to the field in small groups. They boast higher **Max HP** than mobs, and their abilities deal more damage, but they still pose little threat to the adventurers on their own. Melee DPS jobs can make short work of menaces, quickly thinning their numbers to seize the upper hand.

As with mobs, you can use menaces to chip away at the tank. If the party doesn't cull their ranks in the opening round of the encounter, any survivors not afflicted with **Enmity** can slip by the tank to strike at more vulnerable adventurers.

Champions

Champions may be few in number, but each individual is a threat to be reckoned with. Their abilities hit hard and their **Max HP** allows them to take a fair bit of punishment in return. Though parties typically won't be able to topple them immediately, having fewer foes to contend with means less enemy actions to worry about. Physical ranged DPS jobs can also use their arsenal of *instant* abilities to hamper these foes, preventing them from making use of their full potential.

Solo

Solo enemies are a cut above most other foes, including champions. Their **Max HP** affords them excellent survivability, and their abilities are not only damaging, but often boast additional effects as well. These enemies typically come with traits that grant immunity to certain enfeeblements or impart other effects that increase the difficulty of an encounter. The entire adventuring party will have to focus their efforts in order to overcome a solo enemy.

Bosses

As you might expect, bosses are extraordinarily powerful foes that push the adventurers to their limits. Bosses can have abilities or traits that affect the entire encounter map, or that synergize with other enemies present. Encounters with bosses often consist of multiple phases and feature unique mechanics that influence the way the battle plays out. In some cases, a timeline will be used to describe how a boss acts over the course of a phase.

Choosing Enemies for an Encounter

While there are many ways to design encounters, a quick and easy starting point is to simply choose two different monsters to pit against the adventurers and plan from there.

When picking your enemies, you should avoid choosing more than one solo enemy. As these foes possess powerful traits and abilities, encounters that include multiple solo enemies will likely prove too challenging for most parties.

You should also skip over bosses when using this method to design an encounter. Most bosses are designed to appear alone, or alongside specific characters with whom their traits and abilities synergize. Because boss battles require careful planning, it's better to choose a single boss and build out the encounter around them instead.

With few exceptions, you'll want to pick enemies that fit the narrative and are appropriate for the region in which the story is set. Imagine you're planning an adventure where the party is asked to investigate a streak of unprovoked attacks by wildlife in the Black Shroud. Given that the Twelveswood is home to a variety of fauna, it would make sense to bring in forest-dwelling beastkin or vilekin for the encounters. If the culprit behind the forest creatures' aggression was, say, a band of poachers, you could pick out some spoken enemies for the adventure's climactic confrontation.

Once you've decided on the monsters you'd like to use in your encounter, refer to the following table to determine how many of each to field based on the party's level. Keep in mind that these numbers are estimates, and while they will generally assist you in creating balanced encounters, you are free to change things up however you see fit.

Enemies per Encounter

Level	Mob	Menace	Champion	Solo
Lv. 30	4	2	1	1
Lv. 40	5	3	1	1
Lv. 50	6	4	2	1
Lv. 55	7	4	2	1
Lv. 60	8	5	3	1

The method described here provides a simple way to create ad hoc encounters, and can be used to break up a lengthy stretch of roleplaying with a high-energy encounter. The realm is crawling with aggressive monsters, after all, and they will attack the adventurers on sight. As long as you use enemies that make sense for the particulars of your game, your players may well assume the encounter was planned all along.

Example 1: Lv. 30 Party Encounter
Total Enemies: 5 (Menace x2, Champion x1)

Example 2: Lv. 40 Party Encounter
Total Enemies: 10 (Mob x5, Mob x5)

Example 3: Lv. 55 Party Encounter
Total Enemies: 8 (Mob x7, Solo x1)

Example 4: Lv. 60 Party Encounter
Total Enemies: 11 (Mob x8, Champion x3)

Determining Enemy Numbers

While the table to the left offers a reasonable idea of the number of foes appropriate for an encounter, you'll often need to fine-tune your encounter for balance. Enemy strength varies from monster to monster, even when they have the same threat ranking. A mob dwelling just outside one of Eorzea's major city-states is generally going to be weaker than one found deep in the wilds of the Sea of Clouds.

Lowering Encounter Difficulty

If you want to make an encounter less perilous, reducing the number of monsters the party has to face is always a good place to start. Removing two mobs or one menace from the mix should suffice to lessen the damage the party will take. This will also serve to shorten the encounter—perfect if you're looking for a quick battle to shake things up.

When aiming to build an easier encounter, you should avoid employing solo enemies. As mentioned earlier, these foes have traits and abilities that force the adventurers to stay on their toes, so including them is all but guaranteed to result in a challenge.

Raising Encounter Difficulty

If you want to raise the difficulty of an encounter, consider including additional mobs or menaces for the adventurers to fight. You could pick a new type of monster to join the fray, or simply bolster the ranks of an existing enemy. Whichever path you choose, you'll generally want to add half as many foes (rounded down) as is recommended by the Enemies per Encounter table.

Don't forget that more enemies make for a longer encounter, which can tax the party's resources. If the players roll poorly or their strategy doesn't pan out, they can quickly find themselves in a tight spot. When this happens, you may want to give them a fighting chance by enabling the use of limit breaks at a dramatic moment.

Enemy Placement

Now that you have an idea of what enemies you'll be including in the encounter, it's time to figure out where to place them on the encounter map. Starting placement influences the difficulty of an encounter, so consider the level of challenge you're aiming to achieve before choosing enemy positions.

Positioning enemies closer to the adventurers and each other tends to make encounters easier, and spreading them out tends to make them more difficult. This is because many adventurers have abilities that target multiple enemies at their disposal, which can be used to great effect against clustered foes. Enemy proximity is also particularly important for tanks, who will want to inflict **Enmity** on as many foes as possible.

Placement Guidelines

When choosing your enemies' starting positions, try to place them on the encounter map so that monsters of a given type are separated by no more than the number of squares that make up their longest side. For example, medium characters should generally be placed adjacent to one another or with 1 square in between them, while huge characters should be separated by 1 to 3 squares. Of course, there may be situations where spreading the monsters out across the encounter map makes more sense in the context of the game, so don't feel obligated to follow these guidelines in every situation.

If you have two or more types of enemies taking part in the same encounter, you may want to place them fairly close together. After all, it's safe to assume that sentient creatures will team up to take down the adventurers, while less intelligent monsters may be either interdependent in a way that naturally begets cooperation or simply uninterested in certain creatures native to their habitat.

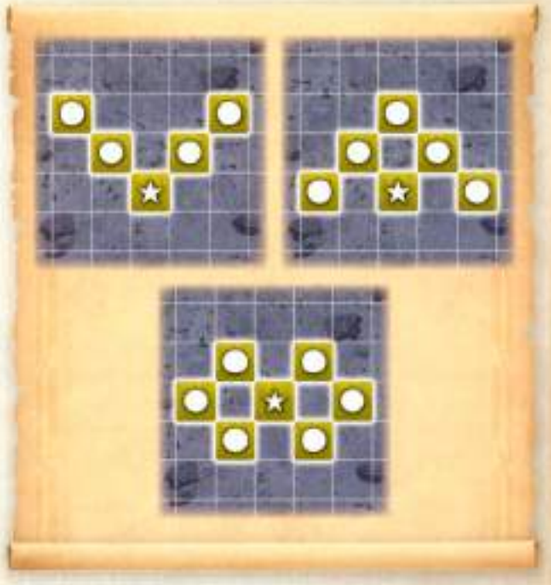
It goes without saying that this does not apply if the different types of enemies are also hostile towards one another, or if there are reasons why they would be occupying different parts of the encounter map.

You can also choose to divide up a larger group of enemies to create two smaller forces. If, for example, you want to field six or more monsters in an encounter, you could place three of them in one part of the encounter map and have the other three situated in a flanking position 5 or so squares away.

Sample Starting Positions

The following examples illustrate a few different ways you can arrange the enemies on the encounter map. Don't worry about replicating them perfectly, as they are simply intended to serve as inspiration.

These examples assume that all of the monsters are of medium size or smaller. If you wish to use larger monsters, separate them from one another as appropriate for their size. ● and ★ represent different types of monsters, with the latter indicating a champion or solo enemy. If your encounter features more ● enemies than are pictured here, place the additional enemies wherever you feel is most appropriate.



Evaluating Encounter Balance

Choosing enemies based on their threat ranking alone does not always guarantee a balanced encounter. A group of weak and ineffectual foes is nearly as bad as one that proves impossible for the adventurers to surmount, and neither will provide an enjoyable experience for anyone at the table. An appropriate level of challenge is what separates an uninspired melee from a riveting clash that your players will remember long after the session has ended.

The following metrics can be used to evaluate whether an encounter is balanced for the party's level and help you adjust it when needed. Keep in mind that on top of the abilities and traits afforded by their jobs, adventurers have access to items, augmentations, meals, and other means that can afford them a variety of effects that change how they approach encounters. Additionally, their profiles may influence how they act in the presence of certain foes. If any of the metrics described here don't make sense for the adventuring party, you are free to ignore them and tune your encounters however you deem fit.

You can even go a step further and customize the monsters you're using to create a more tailored experience. For more information on how to go about this, see pages 50 - 51.

Encounter Length

In Final Fantasy XIV, each ability has a recast time that determines how long a character has to wait before they can use it again. This TTRPG adapts this feature for the tabletop by assigning certain abilities a limited number of uses per phase.

To avoid creating situations in which players feel that their options are overly limited, a single phase of an encounter in an official scenario is expected to end within a given number of rounds. While the length of a phase can differ from one encounter to another, you'll generally want to bake in phase changes to refresh the adventurers' abilities if you're designing a longer encounter.

Rounds per Phase

Level	Rounds
Lv. 30 - 40	2 - 3
Lv. 50 - 60	3 - 4

Increasing the number of enemies in an encounter is a reliable way to boost difficulty, but by no means is it a one-size-fits-all solution. If you need another way to increase the difficulty of an encounter, consider adjusting the enemies' encounter data.

Instead of fielding the number of enemies recommended by the Enemies per Encounter table, you can use the suggested numbers for a lower party level, then increase the enemies' **Max HP** by 10 and the damage dealt by their abilities' base effects by 1 to 3 to make them an appropriate challenge for the next higher level of adventurers.

Total Enemy HP

The average amount of damage a party of adventurers can deal in a single round is more or less fixed, as illustrated by the following table. You can use this information to influence the length of a given phase by ensuring the total HP of the enemies participating in the encounter falls within a certain range.

For example, a light party of Lv. 30 adventurers will typically deal around 50 damage per round. If you want an encounter to last roughly three rounds, you'll want the monsters' HP to add up to between 100 and 150.

Average Party Damage per Round

Party Level	Damage
Lv. 30	50
Lv. 40	60
Lv. 50	100
Lv. 55	110
Lv. 60	150

This won't always work as planned, however, as there are a number of factors that influence the party's damage output. The following are a few of the most common examples you may face when running encounters.

- **Enemies with High Defense or Magic Defense**
  Parties without magical ranged DPS may find it difficult to score direct hits on enemies with high **Defense**, while parties without melee or physical ranged DPS may struggle to do the same against enemies with high **Magic Defense**. Since fewer direct hits means less damage dealt, encounters with monsters boasting high defensive attributes are more likely to last longer. To avoid this, be sure to take party composition and the **Defense** and **Magic Defense** of monsters into consideration when designing an encounter.

- **Party Composition & Enemy Threat Rankings**
  Some DPS jobs are better at dealing with enemies of a particular threat ranking than others, and the more foes of a threat ranking the DPS characters excel against, the easier it will be for the party to prevail. Refer to page 45 to determine how the party's DPS characters will fare against your chosen monsters.

- **Frequent Criticals**
  Criticals can take a sizable chunk out of an enemy's HP, and if the party is lucky enough to score multiple criticals during an encounter, their foes are likely to go down more quickly than they would have otherwise. Destiny, however, falls within the domain of the goddess Nymeia, who spins the fates of all who walk the realm. Should she grace the party with a stroke of good fortune, join the other players in celebrating their victory by embellishing their adventurers' deeds as they lay their enemies low.

Enemy Damage Output

While total enemy HP is an important metric, you also need to consider how much damage the enemies will be dishing out. Rare indeed is the party able to take on a foe that can deal five times the tank's HP with a single blow or that ignores **Enmity** to crush the healer underfoot.

When designing an encounter, you can estimate the maximum amount of damage the monsters can deal in the first round by adding up the base effect and direct hit damage for the abilities of all enemies present. If this value is more than double the tank's **Max HP**, it would be prudent to remove a few monsters or swap them out for foes that deal less damage.

If the total is less than one and a half times the tank's **Max HP**, it's not terribly likely that they'll be **Knocked Out** during the first round. After all, it's safe to assume that not all enemy abilities will score direct hits, and the tank can always use abilities to mitigate damage when necessary. If the encounter features enemies with a lower **Max HP**, the party may well thin their ranks during the [Adventurer Step], further reducing the risk of being **Knocked Out**.

Calculating Damage Taken

Follow these steps to estimate the amount of damage the party will take in a given round.

1. Confirm the amount of fixed damage and the number of dice rolled for any battlefield features.
2. Confirm the amount of fixed damage and the number of dice rolled for any enemy traits.
3. Confirm the amount of fixed damage and the number of dice rolled for the base effect and direct hit effect of enemy abilities.
4. Add up the fixed damage values from the previous steps.
5. Add up the number of dice from the previous steps, then multiply this by 3.5.
6. Add up the values from steps 4 and 5.

3.5 is used in this calculation as it represents the average result when rolling a d6.

Personalizing Enemies

This book contains data for a menagerie of monsters that you can employ in your adventures and encounters. Each entry provides baseline information for an average monster of a given type, which you can use as is or customize to your heart's content. If you want to create an unusual colibri with an uncommonly high **Max HP** attribute, an Ixal that uses unique abilities, or a colossal morbol that towers over its fellow seedkin, it is well within your purview as GM to do so.

You might be worried that the other players will notice when your personalized monsters have attributes or abilities that deviate from their standard encounter data. Don't be—you are the GM, and so your word is law as far as the game is concerned.

If you do feel the need to justify your custom creations, it isn't terribly difficult to do so. Final Fantasy XIV has no shortage of unique versions of standard enemies, and for all the other players know, these creatures might even tie in with their ongoing quest.

Tips for Personalizing Enemies

Adjusting Max HP

Increasing an enemy's **Max HP** will, as you might expect, make them harder to bring down. While this is an easy way to create a monster that can soak up more damage, try to avoid significantly boosting an enemy's **Max HP**, since doing so will impact encounter length.

By the same token, reducing an enemy's **Max HP** makes them easier to defeat. If you're looking to craft a dramatic encounter that pits the party against a horde of foes, try lowering individual enemies' **Max HP** so that the adventurers can take them out with the damage dealt by their abilities' base effects. This approach can even be combined with a boss or unique encounter mechanics to create climactic clashes that are certain to delight your players.

Just remember that no matter how low an enemy's **Max HP** is, you'll need to take care not to overwhelm the party with sheer numbers. Despite their best efforts, a few bad rolls or a tactical oversight could result in the party downing fewer foes than you expected during the first round, making it more likely they'll be **Knocked Out** when the enemies get a chance to strike back.

Adjusting Damage Values

Damage is one of several key factors that affect an ability's potency and, consequently, overall encounter difficulty. The amount of damage an ability deals can be tweaked by adjusting the number of dice rolled or changing its fixed damage values. While the former option does not reliably guarantee more damage in the same way that the latter does, the more dice rolled for an ability, the more potential it has to dish out significant damage—especially if it scores a critical.

While you don't need to worry about a lucky critical **Knocking Out** an unfortunate adventurer when working with non-ability effects, you may want to avoid increasing the number of dice rolled for effects that the adventurers cannot avoid, negate, or otherwise defend against. Dice rolls are entirely luck based, and if you frequently roll above-average results, the players might feel that the confrontation is unfair or unwinnable. Barring climactic battles with powerful foes or encounters in which the party has access to limit breaks, adjusting fixed damage values is often the way to go.

Adjusting Non-Damage Elements of Abilities

Of course, you can do more than simply adjust an ability's damage values. The following are just a few ways you can tailor enemy abilities to suit your needs.

Type

Customizing an ability's types can affect the game in significant or subtle ways, so think carefully about how your adjustments will interact with other aspects of an encounter.

Invoked abilities can be interrupted, allowing the party to defend against otherwise devastating attacks. This has the additional benefit of letting you anticipate how the adventurers will react to these abilities. If an enemy uses an *invoked* ability that generates a marker or deals a significant amount of damage, you can expect a suitably equipped adventurer to attempt to interrupt it.

Whether an ability is *physical* or *magic* typically determines which of the target's defensive attributes is used for the ability check's CR. Beyond this, some jobs have *instant* abilities that can be used in response to *physical* or *magic* abilities. Because the majority of jobs are marginally better at dealing with *physical* abilities than *magic* abilities, changing an enemy's ability to *magic* will give them a slight edge in battle.

Abilities with an elemental aspect have effects that can be mitigated, often through the use of items or augmentations. For example, an adventurer can use a Fire Ward Potion to take less damage from *fire-aspected* abilities.

If it makes sense within the context of the adventure you're writing, consider giving some or all of your monsters' abilities the same elemental aspect and providing opportunities for the party to learn about this ahead of time through checks or roleplay. This way, they'll be able to prepare themselves for the battles to come while engaging with the narrative you've crafted.

Example: The party accepts a quest to cull an aggressive pack of monsters in the Sagolii Desert. Before setting off, they ask around to learn more about their destination and discover that the area is thick with fire-aspected aether. They rightly assume that the monsters dwelling there have been affected by the abundance of aether, and that their abilities are likely to be *fire-aspected* as well. With this in mind, the party purchases a few Fire Ward Potions before heading out.

Ability Check Values

Changing the value used for an ability check affects the likelihood of scoring a direct hit. Some abilities have direct hit effects that inflict enfeeblements or otherwise put the adventurers at a disadvantage, so try to ensure that the value used is never more than the tank's **Defense** or **Magic Defense** minus six. Assuming there aren't any advantage dice in play, this gives the ability a 75% chance of scoring a direct hit on the tank. If you need a more reliable way to inflict an enfeeblement in order to make the most of an encounter mechanic, consider moving it to the ability's base effect, working it into a trait, or making it part of a battlefield feature instead.

Effects

An ability's effects determine what that ability does, and changing them can fundamentally alter the way in which it works. Take care when doing so, however, as some adjustments can make encounters far more difficult for the players than you might anticipate.

If you're looking for a simple way to make an ability more potent without increasing the amount of damage it deals, consider having it inflict an enfeeblement such as a **DOT**, **Prone**, **Slow**, or **Blind**. These enfeeblements are not so powerful that they can upset the balance of an encounter, while still being enough of a hindrance that they force players to weigh whether to spend the resources to remove them or continue on in a debilitated state. If you do decide to use a **DOT**, give it a value between 1 and 5 to ensure it doesn't pose too much of a threat.

You can also afford the adventurers an opportunity to avoid inflicted enfeeblements by having targets make a check using one of their primary attributes and only inflicting the enfeeblement if they fail. Ice Spikes, an ability used by trickster imps (see page 251), is a good example of this.

Ice Spikes *Secondary, Magic, Ice-Aspected, Invoked*
Base Effect: Whenever this character takes damage from a *physical* ability, the character that used the ability takes 5 damage and must make a VIT check with a CR of 13. Any character who fails this check is **Slowed**. This effect is removed at the start of this character's next turn.
Limitation: Twice per phase

Adjusting Tactics & Timelines

Official scenarios include tactics sections or timelines that outline what enemies do during encounters. They are intended to help you understand how a given monster behaves under normal circumstances, but you are by no means obligated to follow them to the letter. Consider them guidelines that you can modify or ignore as you deem fit.

Keep in mind that tactics and timelines are designed to allow enemies to make the most of their traits, abilities, and other relevant effects. If you make any changes, be sure to test them thoroughly to ensure they don't conflict with other parts of the encounter, and come up with contingencies in case issues arise.

Some enemies also have abilities or special actions that are only used in predetermined situations, typically when they appear alongside particular monsters. As mentioned above, you'll want to confirm that these special actions still work properly if you alter the makeup of enemy forces or change the conditions under which they can be used.

Adding Traits

Giving monsters new traits is a versatile way to modify their data and lend your encounters unique twists. A trait does not always have to benefit the enemies, either; one could, for example, impose conditions under which an enemy becomes weaker.

Wherever an enemy has a trait with effects that impact how the adventurers' actions and abilities work, be sure to convey this at the start of the encounter or when the enemy appears on the encounter map. If a monster's trait makes them immune to certain enfeeblements or states that markers they have generated cannot be removed, not informing the adventurers will place them at an unfair disadvantage.

When creating new traits, consider giving them names that describe the character they're meant for. If you tell the players they're facing a Mark II hellsclaw with the trait **Elite Foe: Prototype Warmachina**, it communicates that the enemy is a cutting-edge imperial warmachina, likely with powerful abilities lacked by regular hellsclaws. Even though this doesn't have a mechanical impact on the game, it allows you to augment the story through worldbuilding by fleshing out the enemies the party encounters.

Encounter Maps

Adventurers travel to all corners of the realm in pursuit of their goals, so it stands to reason that clashes with foes won't always take place in open, featureless arenas. Indeed, encounter maps are nearly as varied as the characters that appear atop them, and can exhibit unusual terrain or environmental effects that prove a boon or burden to adventurer and monster alike.

Premade scenarios explain the workings of the battlefield features present in their encounters, and you can look to them for inspiration when designing your own. The following pages introduce a number of other battlefield features you can use in your games or incorporate into prewritten scenarios.

Battlefield Features

Broadly speaking, battlefield features fall into one of two categories: environments and special squares. Features that harm or hamper the adventurers will make an encounter more difficult, while those that benefit them will make it easier. Be sure to keep this in mind when designing the encounter map to ensure it provides the intended level of challenge.

Unless otherwise stated, the effects of battlefield features can and will stack. If, however, these effects contradict or interact in a way that causes them to cancel each other out, refer to the scenario or use your own judgment to determine which to ignore in a particular situation.

Environments

Environments—also referred to as environmental effects—are battlefield features that affect the entire encounter map. In most cases, their effects apply to all characters present, no matter where on the encounter map they may be standing.

You can, of course, choose to exempt certain characters from an environment's effects. This is typically done if a character is native to that environment or has qualities—natural or otherwise—that grant them sufficient protection. For example, you may decide that an encounter set within the fiery cavern of Mourn in the Dravanian forelands is subject to the hazardous conditions environmental effect (see page 53). However, the tyrannosaur enemy used in the encounter is native to Mourn, so it would make sense to exempt them.

New environments can come into play in the midst of an encounter, often due to the effects of a character's traits or abilities, or changes to the encounter map during a phase transition. As soon as a new environmental effect is introduced, its effects are applied to the encounter map. If the new environment replaces an old one, the previous environment's effects are immediately removed.

If an environment comes about when resolving the effects of a character's traits or abilities, you may choose to negate that environment's effect—temporarily or permanently—if the character responsible is **Knocked Out** or afflicted with an enfeeblement that renders them unable to maintain the effect. The same is true if a marker causing the effect is removed from the encounter map. Imagine an encounter features an enemy with a trait that brings about a forced movement environment. If this enemy is **Stunned**, it might make sense to cancel out the environmental effect until the start of their next turn.

> Exempting characters from environmental effects does not always have to make encounters more difficult for the adventurers. If it makes sense in the context of the story, you can choose to exclude enemies from beneficial environmental effects or grant the party immunity to harmful environmental effects.
>
> You can even design interactions that allow the adventurers to negate or change environmental effects before engaging their foes, or encounters in which enemies who are unused to particular environmental conditions are placed at a disadvantage. This offers the players agency in determining how an encounter unfolds, and allows for story beats in which the party overcomes a powerful opponent through ingenuity and strategy.

Common Types of Environments

The following examples showcase common types of environmental effects. If ever you feel that a particular effect is not quite right for your purposes, do not hesitate to make any changes you deem fit.

Forced Movement

A forced movement environment is one in which characters are constantly shifted from one part of the encounter map to another. Such environments can come about when an encounter takes place amidst a raging tempest or aboard a rocking ship.

When a forced movement environment is in effect, each character must move a number of squares in a specified direction at the end of their turn. The direction and number of squares moved are entirely up to your discretion, so use whatever makes sense for a particular situation.

You may choose to allow characters to make a check—such as a **STR** check to hold on to a nearby object or a **VIT** check to brace themselves—to avoid being moved. Characters may also use abilities such as **Surecast** to ignore this environment's effects.

Reduced Visibility

A reduced visibility environment limits how far characters are able to see. Encounters taking place in a heavily forested area or a region with inclement weather—such as a heavy downpour, a blizzard, or dense fog—may incorporate this environmental effect.

When a reduced visibility environment is in effect, characters cannot see objects or characters that are more than a specified distance away. Characters must be able to see an object or character in order to target them or affect them with abilities.

Say you're running an encounter with a reduced visibility environmental effect that prevents characters from seeing objects or characters that are 6 or more squares away. If a character used an ability that targeted all enemies in a 5x5 area within 10 squares of themselves, any enemies in that 5x5 area but 6 or more squares away from the user would not be targeted or affected by that ability.

The number of squares at which characters cannot see one another is entirely up to your discretion, so use whatever makes sense for a particular situation. As a general rule, making it so that characters cannot see objects or characters that are 6 or more squares away is a reasonable place to start when visibility is significantly impaired. If an encounter takes place under conditions in which characters cannot see more than an ilm in any direction, you could certainly impose an effect that prevents characters from seeing objects or characters 2 or more squares away. However, be aware that doing so will likely handicap certain jobs and make the game a lot less fun for your players.

Hazardous Conditions

A hazardous conditions environment describes an encounter map on which simply existing takes a physical or mental toll on all characters present. Encounter maps set in the heart of a volcano, a frozen tundra, or an area filled with toxic fumes can be considered hazardous conditions environments.

When a hazardous conditions environment is in effect, adventurers and allied characters take damage at the end of the [Adventurer Step], much like they would for any **DOTs**. Enemies take this damage at the end of the [Enemy Step] instead. The amount of damage is entirely up to your discretion, so use whatever makes sense for a particular situation. Between 2 and 5 damage each round is a good starting point for moderately hazardous conditions.

Special Squares

Special squares are battlefield features that only affect specific squares on the encounter map. Their effects are typically resolved when a character enters, exits, or ends their turn in a particular square.

The effects of most special squares stem from the terrain upon which a character is standing. As flying characters do not touch the ground while moving, they are not affected by special squares unless otherwise stated.

Movement effects allow a character to reach their destination so swiftly that they are generally unaffected by special squares. Unless otherwise specified, any effects caused by entering, exiting, or ending movement in a special square are ignored when moving via a movement effect. These effects are only ignored for the duration of the movement effect, however, so any effects that are resolved at the end of a character's turn are applied normally.

Common Types of Special Squares

The following examples showcase common types of special squares. If ever you feel that a particular effect is not quite right for your purposes, do not hesitate to make any changes you deem fit.

Difficult Terrain

Difficult terrain—which includes rocky outcrops, streets filled with rubble, and deep snowbanks—impedes the movement of any characters traversing it.

Moving into a square of difficult terrain via a standard movement action requires additional squares of movement. If a character does not have enough squares of movement remaining, they may not enter that square. The number of squares required is entirely up to your discretion, although 1 additional square is appropriate in most instances.

Example: Difficult Terrain

The adventurer in the diagram above has a **Speed** of 5, and the squares of difficult terrain require 1 additional square of movement to enter them. Moving to any of the squares to the adventurer's right would cost them 2 squares of movement. If they then wanted to move another square to the right, it would cost them another 2 squares of movement. This would leave them with only 1 square of their standard movement action remaining, so they wouldn't be able to move any farther this turn.

Rifts

Rifts are more than simple chasms or bottomless pits—they can draw in characters who pass through them, dragging them down to their demise.

When a non-flying character moves into a rift via a standard movement action, that character is immediately removed from the encounter map. The same occurs when a non-flying character ends their movement in one of these squares while moving via a movement effect.

Characters removed from the encounter map in this manner are generally reduced to 0 HP and **Knocked Out**, although this is entirely up to your discretion. As characters are **Knocked Out** outside of the encounter map, they cannot be targeted by abilities or effects unless otherwise stated.

Some rifts are powerful enough to draw in any character who attempts to traverse them. If a character—flying or otherwise—moves into such a rift via a standard movement action, they are immediately removed from the encounter map. When a character moves past a rift with a draw-in effect via a movement effect, trace a line from the center of the square in which they started moving to the center of the square in which they ended their movement. If this line passes through a rift, that character is immediately removed from the encounter map.

Example: Rift

= Adventurer

= Rift with a Draw-In Effect

= Unaffected by the Rift

= Removed from the Encounter Map

The adventurer in the diagram above would be drawn into the rift if they tried to reach the square marked with a ★ via a movement effect. The same would occur if they tried to reach the square marked with a ▽, as the line traced from the center of their starting square to the center of their destination passes through the rift. They would, however, be able to move to the square marked with a ▼, as the line passes by the rift without actually passing through it.

Illusions

Illusions cause parts of the encounter map to appear differently than what they truly are. They may be used to disguise a pit trap, conceal a door by making it look like a wall, or hide a bridge spanning a river from view.

At the beginning of an encounter, characters whose Vigilance equals or exceeds a predetermined threshold immediately see through the illusion. The same is true of characters who move into an illusion square. Characters able to see an illusion square can make an INT or MND check as a secondary action to scrutinize it and, if successful, discern what it truly contains. The CR of this check, as well as whether or not a character is able to see an illusion square, is entirely up to your discretion. Make sure to continue describing the illusion's false appearance for any characters who have not seen through it.

Obstacles

Obstacles are objects such as boulders, pillars, and doors, which prevent characters from moving through particular parts of the encounter map.

Unless otherwise stated, characters cannot move into or end their movement in a square containing an obstacle, regardless of whether they are moving via a standard movement action or a movement effect. Some obstacles, such as walls, are limited to the line separating one square from another. In such cases, characters can move into or end their movement in a square containing an obstacle so long as they do not move through the line representing a wall or other obstacle while doing so.

Obstacles are often considered to be obstructions, which block line of sight. For more information on obstructions and line of sight, see page 56.

Example: Obstacle

= Able to Reach the Destination

= Unable to Reach the Destination

In the diagram above, the black squares and lines represent obstructions. The adventurer would not be able to move to square A or C, as doing so would mean moving through a wall or part of an obstacle. They would, however, be able to move to square B or D.

Hazardous Surfaces

Hazardous surfaces represent areas that deal damage to characters who venture into them. Spiked floors, rivers of molten lava, and electrified metal plating are just a few examples of surfaces that can harm characters.

If a character moves into a hazardous surface square or begins their turn in one, that character takes damage. The same occurs when a character ends their movement in one of these squares while moving via a movement effect. The amount of damage characters take is entirely up to your discretion, and can be as little as 2 - 5 damage or as much as 20 - 50 damage.

Example: Hazardous Surface

= Adventurer

= Hazardous Surface

The adventurer in the diagram above would take 5 damage if they moved into any of the squares to their right. If they moved 3 squares to the right, they would take 5 damage for each square they entered, for a total for 15 damage.

However, if they used an ability to move 3 squares to the right via a movement effect, they would only take 5 damage upon ending their movement, and would not take damage for the other squares in between. If the adventurer chose to end their turn in one of the hazardous surface squares, they would take 5 damage at the start of their next turn unless another effect moved them out of the hazardous surface square before their turn began.

Breakable Objects

Breakable objects are objects that can be destroyed during the course of an encounter.

If a breakable object takes damage—or when other conditions are met—it is destroyed and, unless otherwise stated, removed from the encounter map. In some cases, a breakable object can be a single piece of a larger whole; for instance, you might decide to treat the arm of a statue or a segment of a wall as a breakable object. Alternatively, you can choose to have a single breakable object that takes up multiple squares. A breakable barricade that occupies a 5x2 area of the encounter map is one such example of this kind of breakable object.

Squares containing a breakable object can also double as another type of special square. This means that breakable objects can simultaneously function as obstacles or hazardous surfaces as well.

Whatever the case may be, exactly how these squares behave and what information you convey to the other players in advance is entirely up to your discretion.

Optional Rule: Obstructions & Line of Sight

When preparing an encounter, you may decide that certain objects or squares are obstructions that block line of sight. Many obstacles—both those taking up a full square and those limited to the line separating one square from another—can be considered obstructions as well.

Obstructions prevent characters from seeing objects or characters located beyond them. Characters must be able to see an object or character in order to target them or affect them with abilities. However, abilities whose range encompasses the entire encounter map still target and affect all applicable characters unless otherwise specified.

In order to determine if there is a clear line of sight between two characters, trace a line from the center of 1 square occupied by the first character to the center of 1 square occupied by the second character. If this line passes through any part of an obstruction, the two characters cannot see each other.

Example: Line of Sight

= The adventurer can see the other character

= The adventurer cannot see the other character

In the diagram above, ❶ through ❼ indicate characters. Character ❼ is a large character, and the space they occupy is indicated by the yellow box. The black squares and lines represent obstructions.

The adventurer would not be able to see characters ❶, ❹, or ❻, because the line traced from the center of the adventurer's square to the center of each character's square passes through an obstruction. They would, however, be able to see characters ❷, ❸, and ❺, as the line traced passes by obstructions without actually passing through them. While many of the lines traced from the center of the square occupied by the adventurer to the centers of squares occupied by character ❼ pass through an obstruction, there is at least one line that does not, which means the adventurer would be able to see character ❼ as well.

You can, of course, choose to be more flexible in your rulings and allow characters to target and affect objects or characters with their abilities when an obstruction is present if doing so makes sense in the context of your game. For example, you could decide that a cylindrical obstruction does not prevent characters from seeing one another if the line traced between the centers of their respective squares only passes through the corner of the obstruction, or that a wooden wall riddled with holes may or may not block line of sight and randomly determine whether two characters on either side of this wall can see each other whenever one of them uses an ability.

Although making exceptions on a case-by-case basis can result in more interesting encounters, doing so will likely slow the pace of the game. In the interest of time, you can always tell the other players that you'll be adhering to the rules for obstructions and line of sight as outlined here. Even though there may be cases that warrant exceptions, it's generally best to keep things moving along, and keeping the focus on weaving an engaging narrative with the other players is likely to be more satisfying than getting bogged down with minutiae during encounters.

Weather

The ever-changing weather is a simple way to lend depth and realism to your adventures. Scenarios may provide information about the weather in a particular location, but if they do not, you are free to choose the weather when the party arrives in a new region or as they travel from one destination to another.

Typically, you'll want to pick a type of weather without any unique effects, such as fair skies or clouds. Of course, there may be times when you feel that another sort of weather is better suited to the story. If you aren't sure what type of weather is appropriate for a particular region, you can refer to the random weather tables on the following pages to review your options.

Some types of weather have unique effects that influence gameplay during encounters. Scenarios will explain the effects of any such types of weather, but you can always opt to choose for yourself how a given type of weather impacts adventurers and NPCs.

As with environments, you can choose to exempt certain characters from any weather effects if you feel that the character has particular qualities that would shield them from these effects.

It's also possible for the weather to change in the middle of an encounter. This can come about due to the effects of a character's traits or abilities, or changes to the encounter map during a phase transition, though it could simply be because weather shifts with the passing of time. As soon as the weather changes, the previous weather's effects are immediately replaced by the new one's.

If the weather changes when resolving the effects of a character's traits or abilities, you may choose to revert the weather—temporarily or permanently—to whatever it was before if the character responsible is **Knocked Out** or afflicted with an enfeeblement that renders them unable to maintain the effect. The same is true if a marker causing the effect is removed from the encounter map.

Random Weather Tables

When the adventurers enter a new region, you can roll a d20 and refer to the table for that region to randomly determine the weather.

For more information on the different types of weather, see pages 59 - 60.

The Black Shroud

d20	Gridania	Central Shroud & East Shroud	South Shroud	North Shroud
1	Clear Skies	Rain	Clear Skies	Rain
2	Clear Skies	Rain	Clear Skies	Rain
3	Clear Skies	Rain	Clear Skies	Rain
4	Clear Skies	Clear Skies	Clear Skies	Clear Skies
5	Clear Skies	Clear Skies	Clear Skies	Clear Skies
6	Fair Skies	Clear Skies	Clear Skies	Clear Skies
7	Fair Skies	Clear Skies	Fair Skies	Clear Skies
8	Fair Skies	Fair Skies	Fair Skies	Clear Skies
9	Fair Skies	Fair Skies	Fair Skies	Clear Skies
10	Fair Skies	Fair Skies	Fair Skies	Clear Skies
11	Fair Skies	Fair Skies	Fair Skies	Fair Skies
12	Fair Skies	Fair Skies	Clouds	Fair Skies
13	Rain	Fair Skies	Fog	Fair Skies
14	Rain	Fair Skies	Fog	Fair Skies
15	Rain	Clouds	Fog	Fair Skies
16	Rain	Fog	Thunder	Clouds
17	Rain	Fog	Thunder	Showers
18	Clouds	Thunder	Thunder	Fog
19	Fog	Thunder	Thunderstorms	Fog
20	Fog	*	*	*

*Roll again. On a roll of 20, the weather changes to tension.

La Noscea

d20	Limsa Lominsa	Middle La Noscea & Lower La Noscea	Eastern La Noscea	Western La Noscea	Upper La Noscea	Outer La Noscea	Wolves' Den Pier
1	Rain	Rain	Rain	Clear Skies	Clear Skies	Rain	Clear Skies
2	Rain	Rain	Rain	Clear Skies	Clear Skies	Rain	Clear Skies
3	Clear Skies	Rain	Clear Skies	Clear Skies	Clear Skies	Rain	Clear Skies
4	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Rain	Clear Skies
5	Clear Skies	Clear Skies	Clear Skies	Fair Skies	Clear Skies	Clear Skies	Clear Skies
6	Clear Skies	Clear Skies	Clear Skies	Fair Skies	Clear Skies	Clear Skies	Clear Skies
7	Clear Skies	Clear Skies	Clear Skies	Fair Skies	Clear Skies	Clear Skies	Fair Skies
8	Clear Skies	Clear Skies	Clear Skies	Fair Skies	Fair Skies	Clear Skies	Fair Skies
9	Fair Skies	Fair Skies	Clear Skies	Clouds	Fair Skies	Clear Skies	Fair Skies
10	Fair Skies	Fair Skies	Clear Skies	Clouds	Fair Skies	Clear Skies	Fair Skies
11	Fair Skies	Clouds	Fair Skies	Clouds	Fair Skies	Clear Skies	Fair Skies
12	Fair Skies	Clouds	Fair Skies	Clouds	Clouds	Fair Skies	Clouds
13	Fair Skies	Clouds	Fair Skies	Wind	Clouds	Fair Skies	Clouds
14	Fair Skies	Clouds	Fair Skies	Wind	Fog	Fair Skies	Clouds
15	Clouds	Clouds	Fair Skies	Gales	Fog	Fair Skies	Clouds
16	Clouds	Wind	Clouds	Gales	Fog	Clouds	Clouds
17	Clouds	Wind	Clouds	Gales	Thunder	Clouds	Fog
18	Clouds	Wind	Showers	Fog	Thunder	Fog	Fog
19	Clouds	Fog	Fog	Fog	Thunderstorms	Fog	Thunderstorms
20	Fog	Fog	Fog	Fog	Thunderstorms	Fog	Thunderstorms

Thanalan & Mor Dhona

d20	Ul'dah & Western Thanalan	Central Thanalan	Eastern Thanalan	Southern Thanalan	Northern Thanalan	Mor Dhona
1	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Clear Skies
2	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Clear Skies
3	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Fair Skies	Fair Skies
4	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Fair Skies	Fair Skies
5	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Fair Skies	Fair Skies
6	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Clouds	Fair Skies
7	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Clouds	Fair Skies
8	Fair Skies	Clear Skies	Clear Skies	Heat Waves	Clouds	Fair Skies
9	Fair Skies	Dust Storms	Fair Skies	Heat Waves	Clouds	Clouds
10	Fair Skies	Dust Storms	Fair Skies	Heat Waves	Clouds	Clouds
11	Fair Skies	Dust Storms	Fair Skies	Heat Waves	Fog	Clouds
12	Clouds	Dust Storms	Fair Skies	Heat Waves	Fog	Clouds
13	Clouds	Fair Skies	Clouds	Heat Waves	Fog	Fog
14	Clouds	Fair Skies	Showers	Fair Skies	Fog	Fog
15	Clouds	Clouds	Showers	Fair Skies	Fog	Fog
16	Clouds	Clouds	Showers	Fair Skies	Fog	Gloom
17	Fog	Fog	Showers	Fair Skies	Fog	Gloom
18	Fog	Fog	Fog	Clouds	Fog	Gloom
19	Fog	Fog	Fog	Fog	Fog	Gloom
20	Fog	Fog	Fog	Fog	Fog	Gloom

Ishgard & Dravania

d20	Ishgard	Coerthas Central Highlands & Coerthas Western Highlands	Sea of Clouds	Dravanian Hinterlands	Dravanian Forelands	Churning Mists	Idyllshire	Azys Lla
1	Clear Skies	Clear Skies	Clear Skies	Rain	Clear Skies	Clear Skies	Rain	Fair Skies
2	Fair Skies	Blizzards	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Fair Skies
3	Snow	Blizzards	Blizzards	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Fair Skies
4	Snow	Blizzards	Blizzards	Clear Skies	Clear Skies	Clear Skies	Clear Skies	Fair Skies
5	Snow	Blizzards	Blizzards	Clear Skies	Dust Storms	Fair Skies	Clear Skies	Fair Skies
6	Snow	Blizzards	Blizzards	Clear Skies	Fair Skies	Fair Skies	Fair Skies	Fair Skies
7	Snow	Fair Skies	Fair Skies	Fair Skies	Fair Skies	Fair Skies	Fair Skies	Clouds
8	Snow	Snow	Fair Skies	Fair Skies	Fair Skies	Fair Skies	Fair Skies	Clouds
9	Snow	Snow	Snow	Fair Skies	Fair Skies	Fair Skies	Fair Skies	Clouds
10	Snow	Snow	Snow	Fair Skies	Fair Skies	Fair Skies	Fair Skies	Clouds
11	Snow	Snow	Snow	Fair Skies	Fair Skies	Fair Skies	Fair Skies	Clouds
12	Snow	Snow	Snow	Fair Skies	Fair Skies	Fair Skies	Fair Skies	Clouds
13	Snow	Snow	Snow	Fair Skies	Fair Skies	Clouds	Fair Skies	Thunder
14	Snow	Clouds	Snow	Clouds	Clouds	Clouds	Clouds	Thunder
15	Snow	Clouds	Clouds	Clouds	Clouds	Clouds	Clouds	Thunder
16	Snow	Clouds	Clouds	Clouds	Clouds	Clouds	Clouds	Thunder
17	Clouds	Clouds	Clouds	Clouds	Clouds	Umbral Static	Clouds	Thunder
18	Clouds	Clouds	Fog	Showers	Fog	Umbral Static	Showers	Thunder
19	Fog	Fog	Fog	Fog	Fog	Gales	Fog	Thunder
20	Fog	Fog	Umbral Wind	Fog	*	Gales	Fog	Thunder

*Roll again. On a roll of 20, the weather changes to royal levin. Otherwise, the weather changes to thunder.

Wind Direction Table

d20	Direction
1 - 2	North
3 - 4	Northeast
5 - 6	East
7 - 8	Southeast
9 - 10	South
11 - 12	Southwest
13 - 14	West
15 - 16	Northwest
17 - 20	Roll again

Random Visibility Table

1d6	Visibility	Effect
1	Clear	No Effect
2 - 4	Below Average	Up to 7 squares
5	Poor	Up to 5 squares
6	Terrible	Up to 2 squares

Gale Strength Table

1d6	Wind Strength	Forced Movement
1 - 3	Heavy	1 square
4	Strong	2 squares
5	Powerful	3 squares
6	Irregular	1d6 squares*

*Roll a d6 at the start of the encounter to determine the number of squares moved.

Blizzards
Heavy snows and howling winds reduce visibility and make travel more difficult. Outdoor encounters in a region experiencing blizzards are subject to the effects of both snow and gales. Do not roll a d6 to determine if visibility is affected; instead, refer to the Random Visibility Table and treat it as if you had rolled a 6.

If the snow has piled up to the point that it impacts movement, you may choose whether or not to allow characters to use *fire-aspected* abilities to melt the squares of difficult terrain caused by this weather effect.

Clear Skies
The skies are clear, with nary a cloud in sight. Encounters in regions with clear skies are not subject to any special effects.

Clouds
The skies are overcast, though it does not appear likely to rain in the immediate future. Encounters in cloudy regions are not subject to any special effects.

Dust Storms
Clouds of dust roll across the landscape, potentially reducing visibility. When the party enters a region experiencing dust storms, roll a d6 and refer to the Random Visibility Table to determine if visibility is affected. On a roll of anything other than 1, outdoor encounters in that region are subject to the reduced visibility environmental effect.

All characters must make a VIT check with a CR of 10 at the end of their turns during outdoor encounters in regions experiencing dust storms. Any character who fails this check is **Blinded** until the start of their next turn.

Fair Skies
Occasional clouds drift by against an otherwise unblemished sky. Encounters in regions with fair skies are not subject to any special effects.

Fog
The area is cloaked in a blanket of fog, potentially reducing visibility. When the party enters a region in which it is foggy, roll a d6 and refer to the Random Visibility Table to determine if visibility is affected. On a roll of anything other than 1, outdoor encounters in that region are subject to the reduced visibility environmental effect.

Gales
Fierce gales buffet the landscape. When the party enters a region experiencing gales, roll a d6 and a d20, then refer to the Gale Strength Table and the Wind Direction Table. Outdoor encounters in that region are subject to the forced movement environmental effect.

You may allow characters to make a STR or VIT check with a CR of 10 at the end of their turns to avoid being moved. However, flying characters of medium size or smaller incur a -5 penalty on this check.

Gloom
A dense purple mist hangs heavy over Mor Dhona. Outdoor encounters in a region experiencing gloom are subject to the effects of fog.

Voidsent monsters are unaffected by the reduced visibility environmental effect and receive one advantage die on all ability checks during encounters in regions experiencing gloom. This applies to indoor encounters as well as outdoor ones.

Heat Waves
The sun beats down, leaving the air hot and dry. Outdoor encounters in a region experiencing heat waves are subject to the hazardous conditions environmental effect. Adventurers and allied characters take 3 damage at the end of the [Adventurer Step], and enemies take 3 damage at the end of the [Enemy Step].

Rain
Rain falls from overcast skies, potentially reducing visibility. When the party enters a region in which it is raining, roll a d6 and refer to the Random Visibility Table to determine if visibility is affected. On a roll of anything other than 1, outdoor encounters in that region are subject to the reduced visibility environmental effect.

Sahagin and some wavekin monsters are granted **Revivify (3)** at the beginning of outdoor encounters when rain is falling. You may determine which characters this applies to at the beginning of each encounter. This enhancement is removed when the rain stops.

Royal Levin
An unnatural phenomenon casts the Dravanian forelands in an eerie green or red hue as bolts of lightning lance down from the sky. Outdoor encounters in a region experiencing royal levin are subject to the effects of thunder. Some claim that royal levin is oft accompanied by the furious caterwaul of the queen of the cocurls.

Showers
Torrents of wind-whipped rain pelt the land, reducing visibility. Outdoor encounters in a region experiencing showers are subject to the effects of both rain and gales. Do not roll a d6 to determine if visibility is affected; instead, refer to the Random Visibility Table and treat it as if you had rolled either 5 or 6.

Snow
Powdery snow comes down in flurries, potentially reducing visibility and making travel more difficult. When the party enters a region in which it is snowing, roll a d6 and refer to the Random Visibility Table to determine if visibility is affected. On a roll of anything other than 1, outdoor encounters in that region are subject to the reduced visibility environmental effect.

Roll a d6 at the beginning of outdoor encounters in regions in which it is snowing to determine if the snow has piled up to the point that it impacts movement. This does not apply to encounters taking place within the walls of Ishgard. On a roll of 4 - 6, some or all squares on the encounter map become difficult terrain. Which squares are affected is entirely up to your discretion. You may allow characters to use *fire-aspected* abilities to melt the snow, removing all squares of difficult terrain within the abilities' area of effect from the encounter map.

Creating New Types of Weather
While the types of weather introduced in this book cover many of the meteorological phenomena found in Final Fantasy XIV, you are more than welcome to develop new types of weather with unique effects for use in your adventures. If, however, you are trying to design an effect for a specific encounter, you may wish to implement it in your game as a battlefield feature (see page 52) rather than an effect brought about by the weather.

Tension
A dark haze fills the Black Shroud as the air brims with tension. Encounters in a region experiencing tension are not subject to any special effects. However, residents of Gridania have reported seeing an armored man clad in shadows riding aimlessly through the Twelveswood when the forest is wreathed in tension.

Thunder
Dark clouds flash with flickers of levin. During outdoor encounters in a region in which it is thundering, roll a d20 at the beginning of each round. On a roll of 1, Lightning strikes at a random character participating in that encounter.

Lightning *Weather, Stationary Marker, Magic, Lightning-Aspected*
Origin: 1 square occupied by 1 random character
Marker Area: A stationary 5x5 area centered on the origin
Target: All characters within the marker area
Marker Trigger: The end of the current round
Marker Effect: Deals 4d6 damage and **Paralyzes** all targets.

Thunderstorms
The sound of pouring rain is broken only by earsplitting peals of thunder. Outdoor encounters in a region experiencing thunderstorms are subject to the effects of both rain and thunder.

Umbral Static
The air crackles with lightning-aspected aether. Outdoor encounters in a region experiencing umbral static are subject to the hazardous conditions environmental effect. Adventurers and allied characters take 3 damage at the end of the [Adventurer Step], and enemies take 3 damage at the end of the [Enemy Step].

Umbral Wind
A peculiar wind sweeps through the area. During outdoor encounters in a region experiencing umbral wind, all adventurers and allied characters recover an additional 1 MP at the end of the [Adventurer Step], and all enemies recover an additional 1 MP at the end of the [Enemy Step].

Wind
Winds sweep across the landscape, causing unbound hair and flowing garments to dance in the breeze. When the party enters a region in which it is windy, roll a d20 and refer to the Wind Direction Table. During outdoor encounters in that region, characters of small size or smaller are subject to the forced movement environmental effect. This environmental effect forces affected characters to move 1 square in the direction determined by the Wind Direction Table.

Objects

Objects come in all shapes and sizes and take up space on the encounter map in the same way that characters do. Life-sized statues, towering boulders, overturned chocobo carriages, and the broken remains of damaged warmachina are just a few examples of objects that the party might encounter during their adventures.

When using an object in an encounter, you will need to determine what, if anything, that object does. This includes whether or not it can be destroyed, moved, or affected by characters' actions. In many cases, you will need to share this—in full or in part, as the situation demands—with the other players. You can convey this information outright, have the adventurers make a check at the beginning of an encounter to deduce what an object does, or allow them to figure it out for themselves through trial and error.

Most objects have a **Max HP** attribute, and as such can take damage just like characters. Unlike characters, when their HP falls to 0, they are destroyed and removed from the encounter map. Unless otherwise stated, objects have a **Defense** and **Magic Defense** of 0.

An object's **Max HP** is generally determined by its size, which is then modified depending on its construction. Refer to the following tables to determine an object's **Max HP**.

Object Max HP

Size	Max HP
Tiny	0
Small	10
Medium	30
Large	100
Huge	250
Colossal and Larger	Varying

Tiny objects are destroyed when targeted by an ability that deals any amount of damage.

Object Max HP Modifiers

Construction	Max HP Modifier
Soft or Brittle (Wood or Clay, Poorly Constructed)	x0.5
Average (Stone or Ice, Competently Constructed)	x1
Hard or Sturdy (Metal, Heavily Reinforced)	x2
Special (Precious Metal, Magically Warded)	Varying

Special Objects

Special objects possess traits that set them apart from other objects. How exactly a particular special object works is up to you; aside from the rules outlined above, there are no strict guidelines governing these objects.

The following examples highlight a few different types of special objects that you can use in your game.

Switch
Size: Small or Smaller
Construction: Special
Traits: Characters in a square adjacent to this object can press it as a free action. This can have any number of effects, and you are free to decide what pressing a switch does in a given situation.

If you incorporate a switch in an encounter as a way for the adventurers to negate an encounter mechanic or an enemy's marker, you'll generally want to make it so that the switch cannot be destroyed. However, you could design the encounter such that the party has to defend the switch, or place multiple switches on the encounter map so that the party will not be at a significant disadvantage if a switch is destroyed.

You can also choose to implement switches as special squares instead of objects. How these special squares work is up to you, but you could, for example, have them function as pressure plates that activate when a character moves into the square and deactivate when the character exits. The grates used for the Captive Beasts encounter mechanic in Scenario 4: The Beast Tamer's Flute (see page 252 of the Standard Rulebook) are a good example of this.

Bertha Cannon
Size: Large
Construction: Hard
Traits: This object possesses the following ability. How and when this ability is used can differ from one situation to another, so you are free to decide exactly how it behaves during a given encounter.

Bertha Blast *Primary, Physical*
Target: All enemies within range
Range: A 5x5 area within 10 squares of the Bertha cannon
Base Effect: Deals 30 damage to all targets.
Limitation: Once per encounter

Ill-Balanced Debris
Size: Medium or Larger
Construction: Special
Traits: This object collapses if it takes any amount of damage. The same occurs if a character moves into the square occupied by this object when moving via a standard movement action or ends their movement in it while moving via a movement effect.

When this object collapses, roll a d20 and refer to the table below to determine if it scatters debris in an adjacent square. All characters in the square occupied by this object and the square in which it scatters debris take damage and are knocked **Prone**. You may determine how much damage characters take when this occurs, but anywhere between 3 and 5 damage is generally an appropriate amount.

Ill-Balanced Debris Table

1d20	Square
1 - 2	A
3 - 4	B
5 - 6	C
7 - 8	D
9 - 10	E
11 - 12	F
13 - 14	G
15 - 16	H
17 - 20	The object only collapses in the square marked with *

Corrupted Crystal
Size: Medium or Larger
Construction: Hard
Trait: Corrupted crystals convert aether of a specific aspect into aether of a different aspect. When you add a corrupted crystal to the encounter map, determine the types of elementally aspected aether it affects. You may choose whether to convey this to the other players at the start of an encounter.

Whenever a character within 5 squares of a corrupted crystal uses an ability of the predetermined elemental aspect, that ability's type changes to the other predetermined elemental aspect. This changes how that ability interacts with traits, enhancements, and items.

Example: A black mage uses **Fire** while standing within 5 squares of a corrupted crystal that converts fire-aspected aether into wind-aspected aether. This changes the ability's type from *fire-aspected* to *wind-aspected*. While this does not change the effects of the ability itself, **Fire** would not benefit from **Astral Fire** as it is no longer *fire-aspected*.

Fortification
Size: Varying (typically medium or larger)
Construction: Sturdy or Special
Traits: All squares occupied by this object are considered to be obstacles. Depending on its construction, shape, or size, it may or may not be an obstruction as well. Be sure to inform the other players of this at the beginning of an encounter, or when the object is placed on the encounter map.

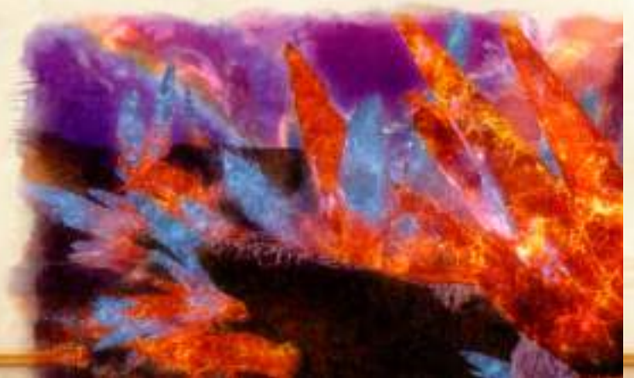
You may also specify unique conditions under which this object is destroyed. For example, you could decide to remove it from the encounter map when a monster moves into an adjacent square, or if it is within a marker area when a particular ability is resolved.

Hazardous Flora
Size: Varying
Construction: Soft
Traits: Hazardous flora can be any type of plant that emits harmful pollen, spores, or liquids. If this object is of small size or smaller, characters can enter and end their movement in the square it occupies.

When this object takes any amount of damage, it fills an area centered on it with a harmful substance. The same occurs if a character enters the square occupied by this object when moving via a standard movement action or ends their movement in it while moving via a movement effect.

The size of the area created can vary, although anywhere between a 5x5 and 7x7 area is generally sufficient. Characters within this area are subject to the hazardous conditions environmental effect. This area remains on the encounter map until the end of the encounter, and is not removed when the object that created it is destroyed.

If the encounter is taking place in a region in which the weather involves some form of wind, you may decide that the harmful substance dissipates, removing the area from the encounter map. Alternatively, you may instead rule that the wind moves the entire area 1 square in the direction the wind is blowing during the [End of Round Step].



Chapter 5: Hydaelyn's Blessings & Burdens

The information on pages 63 - 72 is drawn from *Encyclopaedia Eorzea ~The World of Final Fantasy XIV~*. Minor adjustments have been made to update the text and format it for print. Similar to Chapter 11 of the Standard Rulebook, the following pages can offer inspiration for new adventures and serve as reference for the adventurers' profiles.

The Twelve

Eorzea. A land loved by gods, and forged by heroes.

The gods of which this epithet speaks are the Twelve—the pillars upon which religious faith in Eorzea firmly rests.

Twelve Worship

Belief in the Twelve, a pantheon of gods and goddesses each represented by one of the six elements upon which all creation is founded, has served as a cornerstone for civilization in Eorzea for millennia. Though theologians remain unsure of the exact origins of Twelve worship in Eorzea, studies of relics from the Allagan civilization tell us that even five thousand years ago at the peak of the Third Astral Era, the six and six deities were already engrained in society—as they are today. Not only is the year divided into twelve months, and twelve-year cycles used in modern astrology, city-states still choose a patron deity to serve as a guardian over their lands, with that deity becoming a focal point of cultural development, such as the case with Nald'thal and the economically inclined Ul'dahns.

Sometimes people from certain races or professions will choose to focus their worship on a single deity. Many Miqo'te of the Seekers of the Sun clan will follow the teachings of Azeyma, the Warden and goddess of the sun. Sailors will often pray to Llymlaen, watcher of seas and goddess of navigation to see their ships safely to port, and artisans will pray to Byregot to guide their hands.

Halone, the Fury

Halone, mover of glaciers and goddess of war, is the guardian deity of Ishgard. She commands the element of ice and is associated with the first moon of the Eorzean calendar. Halone is the daughter of Rhalgr, and a bitter rival of Nophica. She is most often depicted as a relentless warrioress armed with a bronze greatshield. Her symbol is the three spears.

Menphina, the Lover

Menphina is keeper of the twin moons and the goddess of love. She commands the element of ice and is associated with the second moon of the Eorzean calendar. Menphina is the sister of Azeyma, and the divine lover of Oschon. She is most often depicted as a maid carrying a round skillet. Her symbol is the full moon.

Thaliak, the Scholar

Thaliak, ruler of rivers and wisdom and god of knowledge, is the guardian deity of Sharlayan. He commands the element of water and is associated with the third moon of the Eorzean calendar. Thaliak is the father of Llymlaen, and the teacher of Byregot. He is most often depicted as a reserved scholar holding an ashen staff. His symbol is the scroll.

Nymeia, the Spinner

Nymeia is the watcher of celestial bodies and goddess of fate. She commands the element of water and is associated with the fourth moon of the Eorzean calendar. Nymeia is the younger sister of Althyk, and master of Rhalgr. She is most often depicted as a weaver donning a white, silken veil. Her symbol is the spinning wheel.

Llymlaen, the Navigator
Llymlaen, watcher of the seas and goddess of navigation, is the guardian deity of Limsa Lominsa. She commands the element of wind and is associated with the fifth moon of the Eorzean calendar. Llymlaen is the daughter of Thaliak, and the elder sister of Nophica. She is most often depicted as a strong fisherwoman wielding a long-bladed harpoon. Her symbol is the wave.

Oschon, the Wanderer
Oschon is ruler of the mountains and god of wanderers and vagrants. He commands the element of wind and is associated with the sixth moon of the Eorzean calendar. Oschon is the brother of Nald'thal, and the close companion of Halone. He is most often depicted as a carefree ranger wielding a bow of yew. His symbol is the walking stick.

Byregot, the Builder
Byregot is the purveyor of architecture and industry and god of the arts. He commands the element of lightning and is associated with the seventh moon of the Eorzean calendar. Byregot is the elder brother of Halone, and pupil of Thaliak. He is most often depicted as an ardent smith with a two-headed hammer. His symbol is the hand.

Rhalgr, the Destroyer
Rhalgr, breaker of worlds, is the god of destruction and guardian deity of the now-fallen nation of Ala Mhigo. He commands the element of lightning and is associated with the eighth moon of the Eorzean calendar. Rhalgr is the father of both Byregot and Halone, and serves as attendant to Nymeia. He is most often depicted as a magi carrying a staff of bronze. His symbol is the streaking meteor.

Azeyma, the Warden
Azeyma is keeper of the sun and goddess of inquiry. She commands the element of fire and is associated with the ninth moon of the Eorzean calendar. Azeyma is the daughter of Althyk, and the elder sister of Menphina. She is most often depicted as a noble lady holding a golden fan. Her symbol is the radiant sun.

Nald'thal, the Traders
Nald'thal, overseer of the underworld and god of commerce, is the guardian deity of Ul'dah. He commands the element of fire and is associated with the tenth moon of the Eorzean calendar. Nald'thal is the single manifestation of the deific twins Nald and Thal. He is most often depicted as a discerning merchant holding a balance. His symbol is the cowry, an ancient shell currency.

Nophica, the Matron
Nophica, tender of soils and harvests and goddess of abundance, is the guardian deity of Gridania. She commands the element of earth and is associated with the eleventh moon of the Eorzean calendar. Nophica is the daughter of Azeyma, and the younger sister of Llymlaen. She is most often depicted as a jubilant farmer holding a scythe of steel. Her symbol is the spring leaf.

Althyk, the Keeper
Althyk is the surveyor of change and space and god of time. He commands the element of earth and is associated with the twelfth moon of the Eorzean calendar. Althyk is the father of Azeyma and Menphina, and elder brother to Nymeia. He is most often depicted as an austere emperor wielding a mythril greataxe. His symbol is the hourglass.

The Garlean Empire

The Garlean Empire lays claim to nearly three-quarters of the Three Great Continents, Aldenard being the only region yet to fall entirely under imperial rule. Until some fifty years ago, Garlemald was a remote and sparsely populated republic which held little more than a fraction of the northern territories of Ilsabard. But with the arrival of a technological golden age and the concurrent emergence of a brilliant young legatus in the span of a single generation, Garlemald has come to stand upon the threshold of ruling all Hydaelyn.

Government

Garlemald was a republic until Solus Galvus brought all of Ilsabard under his control and named himself Emperor, earning the title "zos." Thus was born the Empire, a mighty regime to govern new Garlean territories. The senate yet exists, and gives council to the Emperor. However, its power is a shadow of what it once was, while the voice of the military echoes ever louder.

Religion

The Empire has banned religion, seeing it as a barbarian practice that all too often results in the summoning of primals. Many of the inhabitants of Garlemald proper are atheists, a fact attributable to their biological and spiritual inability to harbor and wield aether-based magicks. As theologians believe that religion can only truly develop alongside magic, it is little wonder that the Garleans are disinclined to keep any faith.

Industries

Magitek Manufacturing: The invention of the ceruleum engine ushered Garlemald into a golden age. As much a change in society as in technology, this magitek revolution advanced Garlean industry greatly, and allowed the nation to produce goods in vast numbers through machina.

Aeronautics: Garlemald had long ago learned to fly by capturing in fabric balloons a lighter-than-air gas created when ceruleum is ignited. In the skies of northern Ilsabard, however, these vehicles were completely at the mercy of frigid winds and blowing snows. True flight came with the invention of the ceruleum propulsion engine and wings treated with aether which led to the realization of the modern airship. Currently, the Empire produces many and more of these machina, some for personal or commercial use, others for the military.

Textiles: Using a viscous resin produced during the purification of ceruleum, the Garleans have learned to spin fibers of highly durable carbon—a revolutionary development in the textile industry.

Beliefs

Following the invention of magitek, Garleans have come to hold efficiency in high regard, and the founding of the Empire has heralded the advent of a strict social hierarchy. Advancement has become an excessive measure of individual merit, and those aspiring to move upwards have carried Garlemald forward. However, there is also a marked tendency to look down upon the peoples of annexed territories, which has been the cause of much discord.

Diet

The winters of Garlemald are bitter, and the cultivation period short. Food that can keep, then, is a necessity. Simple and hearty fare is commonplace, such as stews of dried, salted, or even fermented meats and fish. In recent years, however, Garlemald has reaped the benefits of an empire, and the diverse foods of the provinces increasingly deck the Garlean table.

The Empire

Imperial Court

The Garlean royalty are all of the line of Galvus. In addition to the aforementioned "zos," the term "yae" refers to male members of the royal family in the line of succession, as well as the Emperor's wife and mother. There also exists the title of "wir" for those who have no claim to the throne, such as female heirs and their spouses. It is believed that all members of the royal family dwell within the extravagant imperial palace in Garlemald, and have decadent villas outside of the city.

The Senate

The Senate ruled Garlemald during the days of the republic, and while since diminished, still serves in an advisory role to the Emperor and his court. Members range from upper level public officials, titled "fae," to the highest-ranking princeps senatus—"iyl." The senate also holds the power to remove the magistrates—the consul, praetor, tribunus plebis, aedilis, and quaestor. However, it has yet to use this right.

The Magitek Academy

Established immediately after Solus Galvus was raised to dictator, the Magitek Academy serves as both a research facility and a school for engineers. The nation's chief engineer, given the title "nan," also serves as the head of this institution.

The Academy admits only a handful of the outstanding applicants from all corners of the Empire. Even then, only a few of these will successfully complete their six-year course of study. The strong-willed and brilliant graduates are given a choice: to continue on as researchers, or to join the army as magitek technicians. Cid nan Garlond and Nero tol Scaeva are counted amongst the institution's alumni.

The Imperial Army

The pride of Garlemald, the Imperial Garlean Army fancies itself the premier military force on Hydaelyn—and with its excellent leadership and impressive warmachina, it may well be right. Nonetheless, the risk of rebellion within the ranks is ever present, as the majority of soldiers are conscripted from annexed territories. The army thus takes great care never to station men in their home provinces, sending them instead to keep the peace abroad. This policy transforms soldiers' families into hostages held by men unknown, and keeps small the chances of revolt and desertion.

The XIVth Imperial Legion

The youngest of the Empire's legions, the XIVth formed under Gaius van Baelsar, who had loyally served as tribunus angusticlavius of the XIIth. The XIVth legion was his prize for a series of stunning victories against a nation upon the fringes of Othard. Under Gaius's command, the XIVth went on to conquer and convert several enemy cities. By the end of the Sixth Astral Era, the legion had turned towards Eorzea, and brought Ala Mhigo to kneel before its might.

Following the Seventh Umbral Calamity, the XIVth advanced further into Eorzea, and shored up its position with castrums in every area. From these footholds, it sought to bring every city-state under its power. However, the XIVth met with staunch resistance from the Eorzean Alliance, and ultimately failed in its aim. As the legion lost almost all officers—including Gaius—in a series of fearsome battles, the command structure is currently fractured, and the remaining troops have largely locked themselves away within imperial strongholds.

Primals

Arcanists have devised methods of tapping into their own aetherial energy to create semi-sentient, yet fully loyal familiars. This, however, is not the sole method available for drawing forth an animate being from the aether. A second method involving the combining of corporeal aetherial energy (usually amassed in crystalized form) with spiritual aetherial energy (usually represented in the form of faith, prayer, or willpower) in an elaborate summoning ceremony has, in recent years, grown increasingly common amongst the beast tribes of Eorzea. Using this method, powerful god-like beings known as primals can be brought to manifest, allowing them the opportunity to enforce their will on the land. The name "primal," is derived from the beast tribes' belief that these creatures are deities from which their peoples originate. In addition to "primal," the beings have historically also been known as "eikons" by both the Allagan and Garlean Empires, who were adamant in their dismissal of the creatures' deific status.

Once a primal has gained a corporeal form, the creature will oft, as a boon, offer protection to, or empower those who summoned it. With corporeal manifestation complete, a primal can also project its own internal aether upon other weak-minded beings, corrupting their hearts and minds, effectively creating obedient followers. This "tempering" can prove a primal's greatest weapon, meaning even a victory against one of the creatures will not be had without sacrifice. And even these victories are short-lived, as once enough crystals are gathered and another ceremony performed, the demigod can be resummoned as if it never were defeated.

Finally, in addition to the chaos wrought by the beings themselves, the very act of summoning can have adverse effects on the land. The aether required in the summoning and maintaining of the creature's corporeal form will, without fail, draw overmuch from the surrounding environment's life energy, turning once-lush areas into wastelands and disrupting the very balance of the world itself.

Tempering

Those tempered by a primal eventually lose nearly the entirety of their wills, leaving only shells that bend to the whims of the beast who hollowed them. Men in this state will give their own lives as easily as they would their names if it is but the wish of their new master. Not only do these mindless followers serve as a formidable army, they also provide the faith needed to resummon the primal, should the being ever lose its corporeal form. Countless attempts, both magical and scientific, have been made to restore a tempered mind to its original state; however, all have ended in failure—the only known cure for this manner of aetherial brainwashing being death.

While even a single exposure to a primal's aether can tear apart a victim's mind, multiple exposures can lead to an eventual degradation and transformation of his body. Leviathan's "drowned" followers have been reported to exhibit physical features more commonly associated with wavekin, while Ramuh's "touched" sylphs will grow extended beards.*

*Proof of this final claim is, at the current moment, severely lacking.

Primals & Tempering in the Final Fantasy XIV TTRPG

Considering how prominently clashes with primals feature in Final Fantasy XIV's main scenario, you may be considering incorporating such battles into your own adventures. These epic encounters can make for an ideal climax to a campaign and can easily tie in with the MMO, should you wish them to do so.

That said, there is one major consideration you'll need to address if you plan to have the party go toe-to-toe with a primal: how the adventurers are able to resist tempering. As the architect of your group's adventures, you are free to justify this however you choose, even if it diverges somewhat from how tempering is handled in the MMO.

The following examples illustrate a handful of potential justifications for why the party might be safe from a primal's influence. Feel free make use of any that call to you, or adjust them to better suit the context of your game.

- A flaw in the summoning ritual or an insufficient supply of crystals causes the primal to manifest in a weakened state, rendering them unable to bend others to their will.
- A device or feature of the location in which the encounter takes place shields the party from the primal's influence.
- An external factor such as a naturally occurring phenomenon or the presence of another powerful creature counteracts the primal's blessing, leaving the adventurers' minds unbroken.
- The adventurers obtain an item or are granted an effect in the lead-up to the battle with the primal that offers them temporary protection against tempering.

Playing Garleans in the Final Fantasy XIV TTRPG

The vast majority of pure-blooded Garleans lack the ability to manipulate aether, rendering them unable to wield aether-based magicks. While players are free to create Garlean adventurers for use in this TTRPG, they may assume that this decision limits the jobs they can choose from—one can hardly claim to be a mage if they are unable to cast spells, after all.

Fortunately, this complication is easily overcome. While rare, it is not unheard of for a pure-blooded Garlean to possess some degree of magical aptitude. Alternatively, players can apply some flair (see page 63 of the Standard Rulebook) to an existing job to remove the aetherial elements and replace them with something else—such as magitek devices—to underscore the character's Garlean heritage.

The Final Fantasy XIV TTRPG is a cooperative experience, so players shouldn't feel pressured to resolve questions like the one above on their own. You should endeavor to foster a friendly atmosphere that encourages your players to consult you and each other to sort out any uncertainties they may have about their characters' profiles. Blocking out a day for a group character creation session is a fantastic way to encourage this sort of teamwork and nip any potential problems in the bud.

If a character's profile—be they Garlean or no—is at odds with the game's setting or conflicts with the other members of the party in a way that would diminish the other players' experience, you should work together to find a satisfactory solution. As the GM, it's up to you to facilitate these discussions and, in some cases, make a final ruling.

If a player insists on a profile that disrupts the story or spoils the game for everyone but themselves, don't be afraid to sit them down for a one-on-one. If push really comes to shove, you may need to inform a stubborn player that if they aren't willing to compromise, they'll need to find a new party to play with. Of course, this should always be your last resort—the majority of players will be willing to work with you for the good of the group.

WARNING! Pages 74 through 118 contain an original set of scenarios made for the Scenario & Gamemaster Guide.
If you intend to participate in the Final Fantasy XIV TTRPG as an adventurer and not a GM, do **NOT** read these pages, as they contain **massive spoilers** for the story ahead.

Scenario & Gamemaster Guide Scenario 1: The Defense of Ishgard

An Eorzean Scenario, Recommended for a Light Party of Level 50 Adventurers

The average expected playtime for this scenario is four to five hours, or three to four hours for parties of experienced TTRPG players. When following the scenario as intended, the party will take part in three combat encounters.

The GM should review this scenario in full before beginning the game. To avoid spoiling the story, other players should refrain from reading the information contained here in advance.

Scenario Synopsis (GM's Notes)

When the Holy See of Ishgard comes under attack by the dread wyrm Nidhogg's brood, the Scions of the Seventh Dawn pledge to aid the heretofore isolationist city-state.

Tataru Taru, the Scions' remarkable receptionist, approaches the adventurers with a most unusual opportunity—the chance to do battle with the Dravanian Horde in the coming siege. After reporting to the Gates of Judgement, the party clashes with an advance force of Dravanians in the Coerthas central highlands and assists the garrison commander of Camp Dragonhead by transporting a cannon to the Steps of Faith.

The party arrives just as the dragons begin their assault in earnest. Though at first they stand with the Warrior of Light and the other defenders on the bridge, they have no choice but to fall back to the Gates of Judgement when their cannon is destroyed by Vishap, Nidhogg's champion and leader of the assault.

Yet the Gates of Judgement are also in peril—a Horde falak and its minions attempt to overrun the gate and join their kin on the Steps of Faith. The adventurers must hold the line against this new and powerful threat to buy the Warrior of Light time enough to repel Vishap and stop the invasion of Ishgard.

- **The Scions of the Seventh Dawn:** *A secret society devoted to serving the realm, the Scions of the Seventh Dawn gave sage counsel to the leaders of Eorzea through unofficial channels. After their desperate struggle against the XIVth Imperial Legion, they stepped out from the shadows, and continue to work for the betterment of Eorzea.*
- **The Crystal Braves:** *The Crystal Braves were established as a model army meant to pave the way for a single, unified Grand Company of Eorzea. Taking to heart the motto "For the freedom of all," they transcended political boundaries as they sought to quell the realm's myriad problems.*

- Encyclopædia Eorzea ~The World of Final Fantasy XIV~

Lv. 50 **The Defense of Ishgard**
Player Information

Description
Tataru Taru, one of the Scions of the Seventh Dawn, asks your party to assist the Temple Knights of Ishgard against the coming Dravanian assault.

Objectives
Aid in the defense of Ishgard!

Volunteer Dragonslayers

Once the players are ready to begin, read the following passage aloud, adjusting accordingly if the party is already acquainted with Tataru or affiliated with the Scions of the Seventh Dawn. Feel free to rephrase or adjust the story to better fit the adventurers' profiles. For convenience's sake, this scenario assumes that the adventurers have already formed a party and are acquainted with each other.

Your party emerges from the Seventh Heaven tavern, spirits high after enjoying some well-earned rest and relaxation. Eager to begin your next adventure, you decide to visit Revenant's Toll's market—perhaps a local merchant or passing scholar will be looking to hire an escort.

As you make your way up the cobbled slope, your eyes are drawn to a Lalafellin woman enthusiastically calling out to passersby.

Lalafellin Woman: *Attention, adventurers! Ishgard is in peril and has need of heroes! If you've ever dreamed of battling a Dravanian, then now is your chance!*

Noticing your gaze, the pink-clad woman walks up and favors you with a smile.

Lalafellin Woman: *Hello there! I take it the promise of danger and glory has piqued your interest?*

Oh, but where are my manners—my name is Tataru Taru, of the Scions of the Seventh Dawn. The Holy See of Ishgard is bolstering its defenses in anticipation of a Dravanian siege, and we've agreed to help them find brave souls willing to join their knights in battle.

If the sound of that appeals to you, I'd be glad to tell you more about the state of affairs in Ishgard.

The adventurers learn the following from Tataru's explanation:

- For the last thousand years, Ishgard has been embroiled in a bloody war with the dragons of Dravania.
- The Dravanian Horde has just launched a full-scale assault against the Holy See.
- Ishgard is shielded by a series of magical wards known as Dasiffen's Collar. However, a group of heretics allied with the Dravanians have sabotaged the outermost wards.
- The main host of the Dravanian Horde is en route to Ishgard, eager to take advantage of the city-state's weakened defenses.
- The Scions of the Seventh Dawn and the Crystal Braves have agreed to assist in the defense of Ishgard, and are looking for adventurers willing to volunteer to bolster Ishgard's ranks.

After conveying the information outlined above, read the following passage aloud for the other players:

Tataru: *And that's where things stand. So? What do you say?*

If the Party Agrees to Volunteer

If the adventurers agree to volunteer, Tataru directs them to speak with Marcelain, a Temple Knight stationed at the Gates of Judgement in the Coerthas central highlands.

Expectations and Rewards

Tataru and the Scions are simply recruiting volunteers; they don't know what will be asked of the adventurers beyond lending aid to the Temple Knights in the coming clash with the dragons. If the party presses her for details, Tataru assures them Marcelain can better answer their questions.

If the party asks about a reward, Tataru explains that the Temple Knights are offering the going rates in gil for an adventurer's services. Be sure to let the players know that while this is more than sufficient compensation, it does not translate to any points of fortune.

What to Do If the Party Refuses to Volunteer

If the players decide not to volunteer, pause the game and explain that this scenario is built around the assumption that the party will accept this task. Encourage them to do so, as the scenario cannot otherwise continue as designed. You may remind them of this any time their actions would cause them to deviate from the story.

- **Revenant's Toll:** *The Adventurers' Guild built this new settlement to replace Camp Revenant's Toll, which had long served as a base of operations for the guild in Mor Dhona. Under its auspices, the Scions of the Seventh Dawn and refugees from Doma continue to aid in the construction.*
- **The Seventh Heaven:** *The favored haunt of many an adventurer, this tavern takes its name from the highest and final heaven. On the one hand, this serves as a metaphor for the experience the establishment's clientele can expect when drinking within its halls. At the same time, it is also meant as a subtle prayer for the spirits of those who died in the Battle of Silvertear Skies that they may find peace in the hereafter.*
- **The Temple Knights:** *The Temple Knights are responsible for the defense of national interests, as well as maintaining public order. Falling under the auspices of the Holy See, the Congregation is administered by their lord commander, Ser Aymeric de Borel, as well as several other commanders who, in addition to their other responsibilities, have direct authority over five distinct combat units.*

- Encyclopædia Eorzea ~The World of Final Fantasy XIV~

The Gates of Judgement

You arrive at the Gates of Judgement to find the gatehouse crowded with Crystal Braves and parties of adventurers, all queuing up to speak with the Temple Knight stationed here. Some engage in light-hearted banter as they wait, while others discuss the aftermath of Operation Archon or tend quietly to their gear in anticipation of the battles to come.

You take up position at the back of the line and wait for your turn. The Temple Knight overseeing the volunteers handles the crowd with remarkable efficiency, and before long, he waves you forward.

Temple Knight: *My thanks, adventurers, for coming to Ishgard's aid in our time of need. I am Marcelain, and I have been given charge of the defense of the central highlands. Pray tell me your names, that I might formally induct you into our adventurer contingent.*

A scribe at Marcelain's side removes a ledger from under his arm and adds your names to the list of volunteers from Revenant's Toll.

Marcelain: *Excellent. Ere we proceed, I would see you equipped for the task ahead.*

The Temple Knight hands you a small pouch containing two Hi-Potions.

Hi-Potion *Secondary, Consumable*
Target: Self
Base Effect: Restores 1d6 + 3 HP to the user.

Ask the players how they want to divide the Hi-Potions among their characters. Any players who take possession of an item should note it down on their adventurer sheets.

Marcelain: *Now then, to business. The Dravanian vanguard strikes at our positions across the central highlands. I would have you head northeast and slay the foul serpents harrying Providence Point.*

With that, the busy Temple Knight wishes you luck in battle, then motions for the next group to step forward.

Marcelain

Further Orders

If the party asks Marcelain what they should do after dealing with the Dravanian vanguard, he bids them follow any orders given by the Temple Knights stationed at Providence Point.

Cooperating With Other Volunteers

The Temple Knights have separated the volunteer adventurers and Crystal Braves into groups to deal with Dravanian threats across the central highlands. Should the party ask other adventurers to join them, the adventurers decline, explaining that they've already been given their own assignments.

- **Providence Point:** *According to the* Enchiridion, *the vision of the Promised Land which King Thordan received prompting him to lead his people to Coerthas was of this very vista overseeing the Sea of Clouds.*
-Encyclopedia Eorzea ~The World of Final Fantasy XIV~

Providence Point

When the party arrives at Providence Point, read the following passage aloud for the other players:

When you arrive at Providence Point, you are greeted with the sight of a bloody battle unfolding between hard-pressed Ishgardian Temple Knights and a vicious horde of Dravanians. Before you can leap to their aid, a sinuous winged dragon cuts down a pair of knights with a sweep of its talons, then turns its reptilian eyes on you. Its opponents felled, the dragon dives for you, flanked by its four flying scalekin servants.

Preparing the Encounter

Enemy Turn Order: 1. Horde Runner x4 (R)
2. Assault Wyvern x1 (W)

The surviving Temple Knights are busy engaging other enemies and do not participate in this encounter.

Enemy Tactics

Round 1

Horde Runner: Attack the adventurer adjacent to the greatest number of Horde runners using **Foreburst**. If a tank has **Enmity** on this character, target the tank instead.

Assault Wyvern: Use **Draconic Bearing**, then attack using **Combo (Crushing Jaws → Blazing Trail)**.

- **Crushing Jaws:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Blazing Trail:** Place the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

On all subsequent rounds, enemies will repeat the tactics outlined for round 1.

For all encounters in this scenario, allow the players to choose their positions after you have placed the enemies on the encounter map.

Horde Runner

Encounter Data

Horde Runner — Mob

Size: Small (1x1) - Scalekin | Vigilance: 12
Defense: 13 | Magic Defense: 12
Max HP: 65 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+2	+4	+4	-1	+0

Traits

Pack Hunter
This character receives one advantage die on **Foreburst**'s ability check when targeting an enemy adjacent to another Horde runner.

Abilities

Foreburst *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX + 2 (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 3 damage to the target. If the target is adjacent to another Horde runner, deals 6 damage instead.
Direct Hit: Deals an additional 2d6 damage.

Assault Wyvern — Champion

Size: Large (2x2) - Dragon — **Vigilance: 10**

Defense: 14 — **Magic Defense: 13**
Max HP: 100 — **Speed: 7 squares (flying)**

STR	DEX	VIT	INT	MND
+5	+1	+3	+0	+0

Abilities

Draconic Bearing — *Instant, Magic*
Trigger: When this character begins their turn
Base Effect: Choose and resolve one of the following effects.
- Grant this character one advantage die on a single ability check they make this turn.
- Target all enemies adjacent to this character, then deal 5 damage to all targets.
- Lose 5 HP to remove a single enfeeblement from this character. Some enfeeblements, such as **Enmity**, cannot be removed by this effect.

Combo — *Primary, Unique*
Base Effect: Attack using **Crushing Jaws**, then use **Blazing Trail**.

Crushing Jaws — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR + 2 (d20 + 7) **CR:** Target's Defense
Base Effect: Deals 7 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

Blazing Trail — *Primary, Stationary Marker, Magic, Fire-Aspected*
Marker Area: A stationary 2x6 area extending in a straight line from 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

Ending the Encounter

The encounter ends when all enemies have been reduced to 0 HP. Read the following passage aloud for the other players:

Your final foe collapses, its humours leaving a blood red stain upon the trampled snow. You scan the area for any remaining threats, but the battle seems to have been decided—the surviving Temple Knights are just putting the stragglers of the raiding party to the lance. As the last Dravanian perishes with a somber screech, a Temple Knight detaches themselves from their comrades and approaches you.

Temple Knight: *Praise Halone for delivering you to us in our time of need! You handled those hateful dragons deftly indeed.*

I take it you are with the volunteers? If so, I would ask for your cooperation with a task of great import. We are in need of strong backs to transport our cannons from Camp Dragonhead to the Gates of Judgement. Can I count on you to see this done?

If the adventurers accept this request, the Temple Knight asks them to report to Lord Haurchefant at Camp Dragonhead. They may depart as soon as they are ready.

Sending Word to Haurchefant

After speaking with the party, the Temple Knight dispatches a runner to let Haurchefant know the adventurers are heading to Camp Dragonhead. Feel free to share this information with the other players should they ask why Haurchefant knew to expect them.

- **Camp Dragonhead:** *An Ishgardian stronghold situated atop Haldrath's March and under the command of House Fortemps, this camp is responsible for ensuring the safety of the smallfolk and merchants traveling to and from Ishgard.*
- Encyclopedia Eorzea ~The World of Final Fantasy XIV~

Assault Wyvern

Camp Dragonhead

When the party arrives at Camp Dragonhead, read the following passage aloud for the other players:

You have little trouble finding your way to Camp Dragonhead, and even less locating the cannons—three gleaming examples of Ishgardian machinistry stand proudly in the courtyard beneath the garrison's aetheryte.

Nearby, a silver-haired Elezen issues orders to a squad of knights, a black shield adorned with a red unicorn hanging from his back. When he notices you approach, he dismisses the knights and strides forth to greet you.

Haurchefant: *Well met, brave adventurers. I am Haurchefant, commander of the Camp Dragonhead garrison. Would that I could offer you a warmer welcome, but I fear you have caught me at a most inopportune moment.*

Ah, but wait... Are you perchance come to assist us with our cannons? Fury be praised, your timing is impeccable! Forgive my haste, and permit me to leave this in your capable hands.

The knight puts one of the nearby cannons, which has already been loaded onto a wheeled platform for transportation.

Haurchefant: *It shames me to admit it, but our defenses are stretched perilously thin. At a time like this, it would be folly not to accept help freely offered. The snow and ice will not make your task an enviable one, but pray ensure this does not stop you from seeing Bertha here to the Gates of Judgement!*

Now, I beg you to make haste! Time is of the essence!

If the adventurers ask whether the cannon can be used if they encounter trouble, Haurchefant explains that it is indeed fully operational. However, only one of its barrels has been loaded to reduce the risk of accidental discharge while in transit, so they should only use it in case of a true emergency.

Haurchefant

Transporting the Cannon

The Temple Knights used wheeled platforms to move the cannons from the Stone Vigil to Camp Dragonhead for repair in advance of the coming battle. These same platforms allow the party to wheel their charge to the Gates of Judgement without relying on beasts of burden.

Even so, the weight of the cannon makes for slow going, and maneuvering it can be an exercise in frustration. As such, the cannon cannot be repositioned during the next encounter.

A Weighty Burden

The journey through the central highlands to the Gates of Judgement proves to be an arduous task, made even more so when a pack of dragons attempts to ambush the party and destroy the cannon.

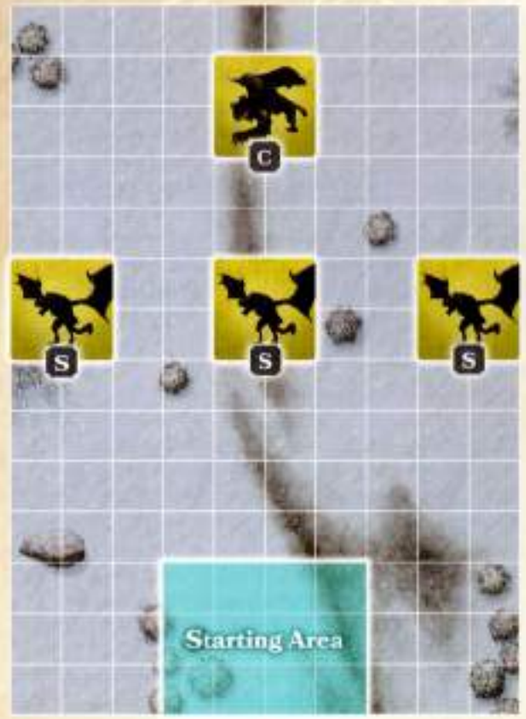
Have each character make a **STR** or **VIT** check with a CR of 14 to remain alert while hauling the cannon. Characters who succeed subtract 14 from their result and temporarily increase their **Vigilance** by this amount.

After determining how alert the adventurers are, make a check for the dragons by rolling 1d20 + 2. Any adventurers whose **Vigilance** is less than the result of this check are surprised by the dragons and are unable to act on their turn or use *instant* abilities during the first round of the encounter. Read the following passage aloud for the other players:

You trudge slowly but steadily through the central highlands, hauling the cannon ever onwards towards the Gates of Judgement. Despite the ever-present Coerthan chill, you find yourselves sweating in a matter of minutes.

No sooner do you stop to catch your breath than a blood-curdling roar cuts through the air as four dragons rear from the nearby drifts, barreling straight at you. Sensing they've come to destroy the cannon, you draw your weapons and engage the Dravanian ambushers!

- **Aevis:** *During their thousand-year war with the dragons, Ishgardians stumbled upon a dark secret—it seemed that some men, upon partaking of a dragon's blood, would be granted the ability to transform into a hideous chimerical hybrid. In time, these aberrations would come to be called aevis, a word taken from the Enchiridion meaning "devil who flies." Recent revelations have shown that this transformation is not a matter of chance, but is most likely to occur in those who claim lineage with those great Ishgardian heroes who consumed the eye of Ratatoskr, ever tainting their bloodlines.*
- Encyclopedia Eorzea ~The World of Final Fantasy XIV~



Allow the players to place the Bertha cannon in the starting area when they choose their positions. Make sure to inform them that the cannon cannot be repositioned during this encounter, and that characters cannot enter the squares it occupies.

Preparing the Encounter

Enemy Turn Order: 1. Horde Scout x3 (S)
2. Horde Commander x1 (C)

Before beginning the encounter, explain its mechanics to the other players.

Encounter Mechanic: Bertha Cannon

During this encounter, the Bertha cannon can be targeted and damaged by enemy abilities. If its HP falls to 0, the cannon is destroyed and removed from the encounter map.

While adjacent to the Bertha cannon, an adventurer can use a primary action to attack with **Bertha Blast**.

Bertha Cannon

Size: Large (2x2)
Defense: 0 **Magic Defense:** 0
Max HP: 40 **Speed:** Immobile

Abilities

Bertha Blast *Primary, Physical*
Condition: The user is adjacent to the Bertha cannon.
Target: All enemies within range
Range: A 5x5 area within 10 squares of the Bertha cannon
Base Effect: Deals 30 damage to all targets.
Limitation: Once per encounter

Enemy Tactics

Round 1

Horde Scout: Attack using **Combo (Lunge → Electric Velitation)**.

- **Lunge:** Target the Bertha cannon, or, if the Bertha cannon has been destroyed, the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Electric Velitation:** Place the marker to include the Bertha cannon and as many adventurers as possible, regardless of whether a tank has **Enmity** on this character. If the Bertha cannon has been destroyed, place the marker to include as many adventurers as possible, or, if a tank has **Enmity** on this character, to include the tank and as many other adventurers as possible instead.

Horde Commander: Use **Draconic Bearing**, then attack using **Combo (Cross Rake → Flame Breath)**.

- **Cross Rake:** Target the two nearest non-tank adventurers. If a tank has **Enmity** on this character, target the tank and the nearest non-tank adventurer instead.
- **Flame Breath:** Place the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

On all subsequent rounds, enemies will repeat the tactics outlined for round 1.

Ending the Encounter

The encounter ends when all enemies have been reduced to 0 HP. Afterwards, the adventurers have little trouble transporting the cannon—or what remains of it—the rest of the way to the Gates of Judgement.

What to Do If the Cannon is Destroyed

The scenario continues even if the cannon is destroyed in this encounter. If the players seem at a loss as to how to proceed, encourage them to continue on to the Gates of Judgement.

Horde Scout

Horde Commander

Encounter Data

Horde Scout — Menace

Size: Large (2x2) - Dragon **Vigilance:** 10
Defense: 14 **Magic Defense:** 14
Max HP: 88 **Speed:** 5 squares

STR	DEX	VIT	INT	MND
+4	+2	+4	+0	+0

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **Lunge**, then use **Electric Velitation**.

Lunge *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR + 1 (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

NEW Electric Velitation
Primary, Stationary Marker, Magic, Lightning-Aspected, Invoked
Origin: 1 square within 5 squares of this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.

Horde Commander — Champion

Size: Large (2x2) - Dragon **Vigilance:** 10
Defense: 14 **Magic Defense:** 12
Max HP: 135 **Speed:** 5 squares

STR	DEX	VIT	INT	MND
+5	+2	+3	-1	+0

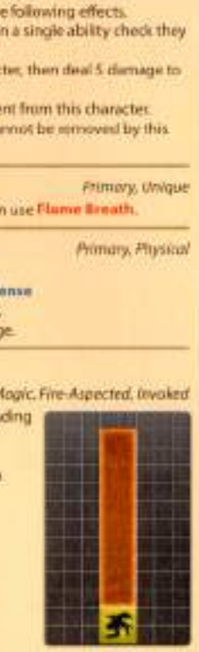
Abilities

Draconic Bearing *Instant, Magic*
Trigger: When this character begins their turn
Base Effect: Choose and resolve one of the following effects.
- Grant this character one advantage die on a single ability check they make this turn.
- Target all enemies adjacent to this character, then deal 5 damage to all targets.
- Lose 5 HP to remove a single enfeeblement from this character. Some enfeeblements, such as **Enmity**, cannot be removed by this effect.

Combo *Primary, Unique*
Base Effect: Attack using **Cross Rake**, then use **Flame Breath**.

Cross Rake *Primary, Physical*
Target: 2 characters **Range:** 2 squares
Check: STR + 2 (d20 + 7) **CR:** Target's **Defense**
Base Effect: Deals 7 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

NEW Flame Breath
Primary, Stationary Marker, Magic, Fire-Aspected, Invoked
Marker Area: A stationary 2x10 area extending in a straight line from 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.



Preparing for the Siege

Lucia, first commander of the Temple Knights, greets the party when they arrive at the Gates of Judgement. She bids them move the cannon to the Steps of Faith with all haste, and asks that they man it in the imminent clash with the Horde. Read the following passage aloud for the other players:

Though you remain alert in the wake of the Dravanian ambush, you make it the rest of the way to the Gates of Judgement without incident. As you roll the cannon into the gatehouse, a white-haired Temple Knight in silver plate steps forward to address you.

Lucia: *Your assistance in transporting the cannon is much appreciated, adventurers. My name is Lucia, first commander of the Temple Knights. I will be leading the defense in the coming battle.*

Though I am loath to deprive you of a much-earned rest, I would ask that you move the cannon into position on the Steps of Faith and lend us your strength in defending our home. Time is against us, and we have need of brave cannoneers to hold the skies against the Horde.

How to Adjust If the Cannon Was Destroyed

If the cannon was destroyed in the previous encounter, you will need to adjust Lucia's dialogue accordingly. Rather than blame the party, the knight praises their efforts in dealing with the ambush, then calls for engineers to make emergency repairs to the cannon. Once this is done, she asks the adventurers to join the defense as described above.

Vishap

The Steps of Faith

When the party enters the Steps of Faith, read the following cutscene aloud for the other players:

Ishgardian Temple Knights, Crystal Braves, and a motley assortment of stalwart adventurers stand shoulder to shoulder on the Steps of Faith, ready to hold the bridge against the coming assault. You quickly move your cannon into position alongside the others as a chorus of beating wings and rancorous roars fills the air—the dragons have come, and in full force.

As wyrms both great and small touch down on the Steps, Lucia rallies the defenders, bidding them stand strong in the face of the Horde's onslaught, lest the dragons breach the remaining defensive wards and descend upon Ishgard itself.

At the head of the Dravanian forces towers Vishap, a massive dragon large enough to block the way back to the Gates of Judgement all on its own. Lucia, the Scions of the Seventh Dawn, and the adventurer known as the champion of Eorzea step forward to face the beast. There is a moment's pause as man and dragon face each other across the bridge. An icy wind blows mournfully past, stirring cloaks and leathery wings alike. Then, with surprising suddenness, both sides unleash a mighty cry, and the battle is joined!

The conflict is a chaotic, bloody affair, but you do your best to provide covering fire for Lucia's band as they clash with Vishap and his minions. You spot a flight of wyverns diving straight for the champion of Eorzea and quickly take aim and fire, blowing the attackers out of the sky. Hope and pride swell within you, but at that moment, an enraged Vishap lets loose an earsplitting bellow that drives the frontline fighters to their knees. With its foes temporarily out of commission, the massive dragon sucks in air, evidently preparing to strike with a powerful attack.

Lucia: *What in the...? Everyone, fall back! Fall back now!*

Seeing the danger, Lucia rallies her troops and leads them in a swift retreat to escape the coming assault. You move to join them, but pause when a nearby Temple Knight cries out in agony, his grievous wounds keeping him from climbing to his feet. Despite the imminent danger, you can't bring yourselves to leave the man to die.

Your minds made up, you quickly hoist the injured knight onto your shoulders and carry him to safety behind the only cover available in the immediate area—your Bertha cannon. Mere moments after you hunker down behind it, Vishap bathes the bridge in an all-consuming gout of flame that sets the very air ablaze.

At this point, the cutscene changes depending on whether or not the cannon survived the previous encounter.

If the Cannon Survived the Encounter

If the cannon survived the previous encounter, read the following passage aloud for the other players:

By the grace of the Twelve, the cannon shields you from the worst of the flames. Had you been even a single step slower, you've no doubt there would be nothing left of you but ash.

Alas, the heat of Vishap's fiery breath proved too great for the poor cannon. Bertha—warped and glowing hot—emits a shrill metallic screech as it begins to overheat. You quickly lift the injured Temple Knight and hurry away from the ruined cannon. Moments later, Bertha explodes in a burst of superheated shrapnel.

If the Cannon Was Destroyed in the Encounter

If the cannon was destroyed in the previous encounter, read the following passage aloud for the other players:

By the grace of the Twelve, the cannon shields you from the worst of the flames. Had you been even a single step slower, you've no doubt there would be nothing left of you but ash.

Alas, the heat of Vishap's fiery breath proved too great for the hastily repaired cannon. Bertha—warped and glowing hot—emits a shrill metallic screech as it falls to pieces. You quickly lift the injured Temple Knight and attempt to hurry away from the ruined cannon, but before you can make it to safety, Bertha explodes in a burst of superheated shrapnel that knocks you to the ground.

Inform the other players that because of the wounds sustained in the explosion, their adventurers begin the next encounter having lost 15 HP.

After Vishap Destroys the Cannon

Read the following cutscene aloud for the other players, regardless of whether the party managed to escape the cannon's explosion:

With the cannons destroyed, Vishap hurls itself into the air. The massive creature sails over your heads before slamming down on the bridge behind you, directly in front of the next ward. The champion of Eorzea and their comrades, having escaped the dragon's terrible onslaught, rush forward to continue their fight. Tempted as you are to join them, the Temple Knight you rescued is still in need of aid. Just then, you hear an urgent cry from the direction of the Gates of Judgement.

Temple Knight: *Anyone yet able to hold a sword, make haste to the Gates of Judgement! The dragons are massing for another assault!*

Painfully aware that the defenders would surely buckle under a second wave of dragons, you and the other survivors make your way back along the bridge.

The Battle on the Steps of Faith

The champion of Eorzea, Lucia, the Scions, and the other Temple Knight cannoneers manage to escape the worst of Vishap's assault. Soon after, Ishgardian dragoons arrive to reinforce the struggling defenders. With their much-needed aid, the battle for the Steps of Faith rages on.

Horde Wyvern

Faith and Fury

When the party retreats to the Gates of Judgement, read the following passage aloud for the other players:

Back at the Gates of Judgement, you join the throng of adventurers as the Temple Knights attempt to organize a defense against the oncoming Horde. Over their barked orders, you hear the growls and roars of the dragons growing ever closer.

Marcelain: *We cannot suffer any more Dravanians to set foot on the bridge! To arms, men! For Ishgard!*

Bruised and weary yet determined to hold the line, the surviving Temple Knights, Crystal Braves, and adventurers draw their weapons and sally forth to engage the coming wave of dragons.

Yet the battle has only just begun when a falak—a massive, serpentine dragon—crashes through their ranks, making straight for the gates. Dreading the havoc such a creature could wreak on the bridge's harried defenders, you race towards it, ready for battle!

Preparing the Encounter

Enemy Turn Order: 1. Horde Wyvern x2 (W)
2. Horde Falak x1 (F)

Before beginning the encounter, explain its mechanics to the other players.

At this point in the scenario, the adventurers can use their limit breaks. Make sure to inform the players of this now.

The Temple Knights and other adventurers are busy engaging other enemies and do not participate in this encounter.

Encounter Mechanic: Raging Battle

During this encounter, Temple Knights and members of the adventurer contingent clash with the dragons bearing down on the Gates of Judgement.

At the start of each round, immediately before the [Adventurer Step] begins, generate a marker for Stray Dragonfire.

Stray Dragonfire *Stationary Marker, Magic, Fire-Aspected*

Origin: 1 square occupied by 1 random adventurer
Marker Area: A stationary 4x4 area that includes the origin and as many other adventurers as possible
Target: All adventurers within the marker area
Marker Trigger: The beginning of the [Enemy Step]
Marker Effect: Deals 4d6 damage to all targets.

After generating a marker for Stray Dragonfire, roll a d6 and refer to the Raging Battle Table below to determine how the battle impacts the adventurers. To create a more immersive experience for the other players, be sure to describe the events that occur in addition to the effects they have on the party.

If you feel that doing so would enhance the encounter for the other players, you may choose an effect from the table instead of rolling a die.

Raging Battle Table (1d6)

1	The Dravanians charge the gatehouse, their onslaught causing the ground to tremble underfoot. Each adventurer's **Speed** is reduced by 1 until the end of this round.
2	Slowly but surely, the Temple Knights begin to lose ground to the attacking dragons. Nothing happens.
3	The combined might of the Temple Knights and the adventurer contingent manages to hold back the dragons' assault. Ignore penalties incurred on all checks until the end of this round.
4	A squad of Temple Knights rushes by, striking out at your foes as they pass. Each enemy takes 5 damage.
5	An allied adventurer uses magic to aid the party. Each adventurer gains a barrier of 5 HP.
6	The party hears the din of battle from the Steps of Faith, and resolves to hold the Gates of Judgement until the champion of Eorzea can triumph over Vishap. Each adventurer receives one advantage die on all ability checks until the end of this round.

Enemy Tactics

Round 1

Horde Wyvern: Use **Draconic Bearing**, then attack using **Combo (Crushing Jaws → Collapse)**.

- **Crushing Jaws:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Collapse:** Place the marker to include as many adventurers as possible, regardless of whether a tank has **Enmity** on this character.

Horde Falak: Use **Greater Draconic Bearing**, then attack using **Electric Predation Combo (Tail Lash → Electric Predation)**.

- **Tail Lash:** Attempt to hit as many adventurers as possible. If a tank has **Enmity** on this character, attempt to hit the tank and as many other adventurers as possible instead.
- **Electric Predation:** Place the marker on the adventurer with the lowest HP, regardless of whether a tank has **Enmity** on this character.

Round 2

Horde Wyvern: Same as round 1.

Horde Falak: Use **Greater Draconic Bearing**, then attack using **Electric Cachexia Combo (Electrocution → Electric Cachexia)**.

- **Electrocution:** Target the three adventurers with the highest HP. If a tank has **Enmity** on this character, target the tank and the two adventurers with the highest HP instead.
- **Electric Cachexia:** Place the marker on this character.

On all subsequent rounds, enemies will alternate between the tactics outlined for rounds 1 and 2.

Encounter Data

Horde Wyvern — Champion

Size: Large (2x2) - Dragon **Vigilance:** 11
Defense: 14 **Magic Defense:** 12
Max HP: 90 **Speed:** 8 squares (flying)

STR	DEX	VIT	INT	MND
+6	+2	+4	+0	+1

Abilities

Draconic Bearing *Instant, Magic*
Trigger: When this character begins their turn
Base Effect: Choose and resolve one of the following effects.
- Grant this character one advantage die on a single ability check they make this turn.
- Target all enemies adjacent to this character, then deal 5 damage to all targets.
- Roll a d20. If the die lands on a 15 or higher, remove a single enfeeblement from this character. Some enfeeblements, such as **Enmity**, cannot be removed by this effect.

Combo *Primary, Unique*
Base Effect: Attack using **Crushing Jaws**, then use **Collapse**.

Crushing Jaws *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 7 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

JWS Collapse
Primary, Stationary Marker, Magic, Lightning-Aspected, Invoked
Marker Area: A stationary 5x5 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.

Horde Falak — Solo

Size: Huge (3x3) - Dragon **Vigilance:** 13
Defense: 16 **Magic Defense:** 15
Max HP: 255 **Speed:** 8 squares (flying)

STR	DEX	VIT	INT	MND
+7	+2	+6	+5	+3

Traits

Elite Foe: Dragonheart
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, **Knocked Out**, and **Death**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

Abilities

Greater Draconic Bearing *Instant, Magic*
Trigger: When this character begins their turn
Base Effect: Choose and resolve two of the following effects.
- Grant this character one advantage die on all ability checks they make this turn.
- Immediately move up to 3 squares.
- Target all enemies within 2 squares of this character, then deal 5 damage to all targets.
- Roll a d20. If the die lands on a 10 or higher, remove a single enfeeblement from this character. Some enfeeblements, such as **Enmity**, cannot be removed by this effect.

Electric Predation Combo *Primary, Unique*
Base Effect: Attack using **Tail Lash**, then use **Electric Predation**.

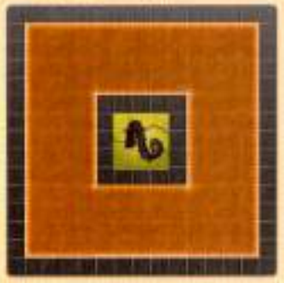
Tail Lash *Primary, Physical*
Target: All enemies within range
Range: A 5x5 area adjacent to this character
Check: STR (d20 + 7) **CR:** Target's **Defense**
Base Effect: Deals 7 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

JWS Electric Predation
Primary, Mobile Marker, Magic, Lightning-Aspected, Invoked
Origin: 1 enemy
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 + 10 damage divided evenly (rounded up) amongst all targets.

Electric Cachexia Combo *Primary, Unique*
Base Effect: Attack using **Electrocution**, then use **Electric Cachexia**.

Electrocution *Primary, Magic, Lightning-Aspected*
Target: 3 characters **Range:** 5 squares
Check: INT (d20 + 5) **CR:** Target's **Magic Defense**
Base Effect: Deals 10 damage and forces all targets to move up to 3 squares away from this character, as determined by the GM.
Direct Hit: Deals an additional 3d6 damage.

JWS Electric Cachexia
Primary, Stationary Marker, Magic, Lightning-Aspected, Invoked
Marker Area: A stationary 13x13 area centered on this character that excludes all squares adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage and inflicts a **DOT (7)** on all targets.



Horde Falak

Ending the Encounter
The encounter ends when all enemies have been reduced to 0 HP. Read the following passage aloud for the other players:

With the falak defeated, the rest of the Horde reinforcements are routed in short order. As the gathered defenders raise a cheer of victory, a pack of dragons flies by overhead, retreating from the Steps of Faith. Soon after, a Temple Knight races into the gatehouse, a triumphant grin splitting his face.

Temple Knight: *Vishap is slain, and the dragons are in full retreat. The day is ours, and Ishgard yet stands strong!*

Before long, Lucia emerges from the Steps of Faith. After speaking with the knights stationed here, she makes her way through the crowd to where you stand.

Lucia: *From what Marcelain tells me, we have you to thank for our victory this day. Were it not for your valiant defense of the Gates of Judgement, Ishgard may well have fallen to the Dravanians.*

Pray forgive my delay in asking, but would you be so kind as to tell me your names?

The woman favors you with a warm smile as you make your belated introductions.

Lucia: *I will not soon forget you, brave adventurers. It may well be that I have need to call upon your services again in the future. But for now, know that you have my sincerest gratitude—and that of all of Ishgard—for your heroic deeds in defending our city.*

The Adventure Continues

The adventure continues with Scenario 2: The Blood of Dragons, in which the adventurers receive a summons from First Commander Lucia and embark on another quest for the good of Ishgard.

Scenario 2 is intended for a party of four level 55 adventurers. You may assume that any characters who participated in this scenario have completed several other quests before The Blood of Dragons begins, allowing them to reach the required level.

To Be Continued...

Looking to the Future
In this chapter of its long history, the city-state of Ishgard is beset by numerous challenges. Beyond its longstanding war with the Dravanians and the subversive threat posed by Lady Iceheart's heretics, Ser Aymeric de Borel—lord commander of the Temple Knights—is attempting to bring about political reform in the hitherto conservative theocracy.

Lucia believes that to address these issues, they will need trustworthy adventurers upon whom they can depend—free agents able to carry out investigations and confront enemies within and without the city-state's borders.

Lucia

Scenario & Gamemaster Guide Scenario 2: The Blood of Dragons

An Eorzean Scenario, Recommended for a Light Party of Level 55 Adventurers

The average expected playtime for this scenario is three to four hours, or two to three hours for parties of experienced TTRPG players. When following the scenario as intended, the party will take part in three combat encounters.

This scenario is intended as a continuation of Scenario 1: The Defense of Ishgard, and as such, it is recommended that the same players and adventurers set off on this particular journey. If you plan to play this scenario as a standalone adventure or with different players or adventurers, feel free to rephrase or adjust the story as needed.

The GM should review this scenario in full before beginning the game. To avoid spoiling the story, other players should refrain from reading the information contained here in advance.

Scenario Synopsis (GM's Notes)

In the midst of Ishgard's preparations to fend off another assault by Nidhogg and the Dravanian Horde, First Commander Lucia learns that a group of suspected heretics has been spotted near Gorgagne Mills—one of their former hideouts in the Coerthas western highlands. Unable to spare the forces to investigate, she summons the party to Ishgard and entreats them to look into the matter in her stead.

After gathering information in Falcon's Nest, the party travels to Gorgagne Mills and discovers that the abandoned farm has indeed been occupied once more. They clash with the heretics as they investigate, ultimately uncovering a secret chamber below the farmhouse's cellar that the Temple Knights previously overlooked.

The heretics used this chamber to store a massive trove of dragon blood, which they have now come to retrieve in order to awaken the dragon Tatzelwurm from a deep slumber. Unwilling to let the adventurers leave with knowledge of this plot, the heretics' leader and his retinue consume dragon blood, transforming themselves into vicious wyrms that fall upon the party.

Gorgagne Mills in Final Fantasy XIV
Several quests in Final Fantasy XIV take place at Gorgagne Mills, an abandoned farm in the Coerthas western highlands. Most notably, it is where the Warrior of Light encounters a guilt-ridden Lady Iceheart for the first time after Vishap's attack on Ishgard.

Lv. 55 **The Blood of Dragons**
Player Information

Description
First Commander Lucia of the Temple Knights has summoned you to the Gates of Judgement to assist her with a matter of national security.

Objectives
Investigate Gorgagne Mills in the Coerthas western highlands for signs of heresy!

Heretic Factions
The heretics that appear in this scenario belong to a splinter faction acting independently of Lady Iceheart. As such, the heretics will not mount a retaliatory strike on Ishgard to avenge those slain over the course of this story.

Dragon Blood
The blood of dragons possesses unique properties capable of transforming certain individuals who consume it into dragons. The heretics, aware of the extent of its power, are plotting to use the secret stash of dragon blood hidden within Gorgagne Mills to awaken the dragon Tatzelwurm.

Gorgagne Mills: *Ser Gorgagne was a proud knight and bannerman of House Durendaire, until the fateful day when the heir of that house vanished from sight while under his care, never to be seen again. Devastated by the loss of the boy and his own failing, he put aside his blade and built this farm, where he quietly lived out the rest of his days.*
- Encyclopedia Eorzea ~The World of Final Fantasy XIV~

An Ishgardian Invitation

Once the players are ready to begin, read the following passage aloud, adjusting accordingly if they did not complete Scenario 1: The Defense of Ishgard.

You stand once more before the Gates of Judgement in the Coerthas central highlands, having received an invitation from Lucia of the Temple Knights. The first commander is waiting for you when you arrive.

Lucia: *My thanks for agreeing to this meeting. As mentioned in my missive, there is a task of great import I would entrust to you. But before I speak on this further, Ser Aymeric, lord commander of the Temple Knights, has asked that I bring you before him at your earliest convenience. 'Tis with his leave that you are henceforth permitted entry to the Holy See. Pray accompany me back to Ishgard, and I will arrange an audience at once.*

If the adventurers press her for information about the task she would have them perform, Lucia politely but firmly insists that it is too sensitive a topic to discuss out in the open, where the enemies of Ishgard could overhear. She assures them that she will answer all their questions after they have spoken with Ser Aymeric.

When the party is ready to travel to Ishgard, Lucia orders the guard to open the gates and leads them out onto the Steps of Faith.

For more information on this icon, see page 29.

The Shining City on the Mount

Read the following cutscene aloud for the other players:

You follow Lucia through the Gates of Judgement and out onto the Steps of Faith, the massive bridge spanning the cloudy expanse surrounding the Holy See of Ishgard. Grand stone spires reach up unto the heavens, towering ever higher as you approach the city.

You can practically feel the weight of history pressing down on you when you set foot within the Holy See. Yet for all its majesty, you cannot help but notice the scars of war marring the city's lower levels, nor the shivering, poverty-stricken souls that call them home.

Lucia: *Allow me to bid you welcome to Ishgard. Before we begin, however, the lord commander wishes to have a few moments of your time. If you would follow me...*

Lucia leads you through Foundation to the Congregation of Our Knights Most Heavenly, headquarters of the Temple Knights. She exchanges a few words with a Temple Knight standing guard beside an imposing set of doors, then ushers you through into the Seat of the Lord Commander.

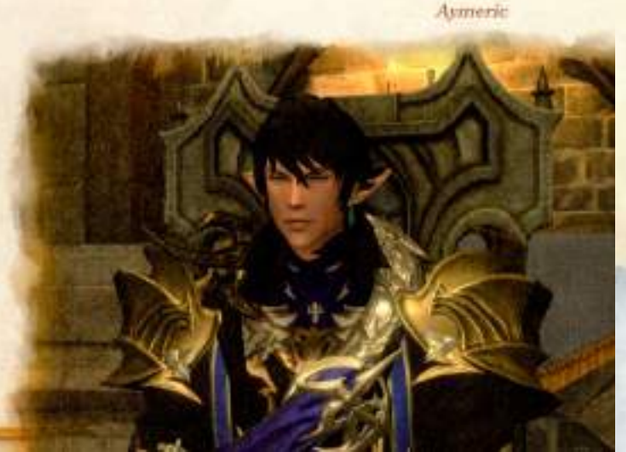
The stone chamber is well lit but austere. A long desk sits by the far wall, flanked on either side by tall windows. Seated behind it is an Elezen man with short black hair clad in blue and silver armor. His piercing blue eyes are kind, yet convey a keen intellect. He nods in thanks at Lucia, then turns to address you.

Aymeric: *It is a pleasure to meet you, brave adventurers. I am Aymeric, lord commander of the Temple Knights. Lucia has told me of how you assisted in the defense of the city against the Horde. I pray that you will favor us with your aid again this day.*

We have asked you here to undertake an important mission on behalf of the Temple Knights. To that end, I have seen to it that you will be given leave to move freely within Ishgard's borders. I trust you will not abuse this privilege.

Lucia, my second-to-command, will furnish you with the particulars of the task. May the Fury guide your steps.

Aymeric



After the party takes their leave of Ser Aymeric, Lucia outlines the task she would have them undertake. Read the following passage aloud for the other players:

Lucia: *Now then, to business. I have little doubt you are eager to learn what it is we would have you do.*

As you may know, the Coerthas western highlands once boasted Ishgard's most fertile fields and pastures. Alas, the unending winter that followed in the Calamity's wake led to the abandonment of its farmsteads, including one by the name of Gorgagne Mills.

Not long ago, it came to our attention that Gorgagne Mills had been occupied by a band of heretics—nonbelievers who shun the doctrine of the Ishgardian Orthodox Church. The Temple Knights took decisive action and, after a thorough investigation of the area, deemed the threat to have been quelled.

However, recent reports from our forces in the western highlands suggest that a suspicious group has again been spotted in the vicinity of the abandoned farm. We believe it is more than likely that the heretics have returned to their erstwhile refuge.

With Nidhogg and his ilk making ready for another assault on the city, the Temple Knights and the High Houses can ill spare the men for what may be nothing more than a wild chocobo chase. You have already proven yourselves to be friends of Ishgard; I would be most grateful were you to investigate these reports in our stead.

Your first order of business will be to travel to Falcon's Nest to see what you can learn about these suspicious individuals. One of our knights will escort you to the Holy Stables, where I have arranged for our finest black chocobos to convey you thence. Pray let him know when you are ready to depart.

Before excusing herself to attend to other duties, Lucia provides the party with a Hi-Ether and a Remedy.

Hi-Ether — *Secondary, Consumable*
Target: Self
Base Effect: Restores 1 MP to the user, or 2 MP if they are level 50 or below.

Remedy — *Secondary, Consumable*
Target: Self
Base Effect: Removes a single enfeeblement from the user. The user may choose which enfeeblement to remove.

Ask the players how they want to divide these items among their characters. Any players who take possession of an item should note it down on their adventurer sheets.

If the party wishes to purchase other items before departing, they can pay a visit to the Jeweled Crozier—Ishgard's premier market district. In addition to the standard assortment of wares available in a major city-state, adventurers seeking warmer attire can buy sets of Ishgardian Cold-Weather Gear (see page 90) for one point of fortune each.

When the party is ready to depart, have them inform the knight Lucia assigned as their guide, then read the following passage aloud for the other players:

The Temple Knight leads you through Foundation, grumbling to himself all the while. Mercifully, the walk to the Holy Stables is a short one. When you arrive, the knight brusquely relays his orders to the chocobokeep, who busies himself readying black chocobos for your party.

Temple Knight: *What in Halone's name is Commander Lucia thinking, entrusting so vital a task to a pack of faithless foreigners...*

Mind me well, sellswords, these here are purebred Ishgardian chocobos. They know full well how to get you to Falcon's Nest, so do us all a favor and let them do their jobs. The settlement has an aetheryte of its own, so be certain to attune to it when you arrive. And...here.

Reluctantly, the Temple Knight hands you a linkpearl.

Temple Knight: *When you have completed your task, use this to contact me. I shall see that your report is relayed to the commander.*

When the adventurers are ready, they may mount their borrowed black chocobos and set off for Falcon's Nest.

For more information on this icon, see page 29.

Falcon's Nest

When the party departs for Falcon's Nest, read the following passage aloud for the other players:

You climb atop your borrowed black chocobos and, as the birds take wing, set off for the Coerthas western highlands. The winds pick up as you leave the protective shelter of Ishgard's walls, and you hold tight to the reins to keep from being blown from the saddle.

Though falling snow cloaks the western highlands in a veil of white, you manage to make out the seemingly endless tundra stretching out below, interrupted only by occasional stone spires, austere cliffs, and frozen rivers that run through the wastes like veins of ice.

Before long, a fortified settlement comes into view—Falcon's Nest. As your chocobos come in for a landing, you notice that wooden scaffolding has been erected along a portion of the hamlet's stone walls. It appears the fortifications are in the midst of substantial repairs.

Your mounts alight on the cobbled street not far from the Falcon's Nest chocobo stable. After handing off the chocobos to the local chocobokeep, you make your way down the stairs towards the aetheryte plaza.

Heretics in Gorgagne Mills

Prior to this scenario, the Warrior of Light and Alphinaud Leveilleur—newly accepted wards of House Fortemps—defeated the heretics occupying Gorgagne Mills while assisting House Durendaire. Afterwards, the knights of House Durendaire made a thorough search of the hideout, but found little of use beyond what the Warrior of Light had uncovered.

Falcon's Nest

If this is their first visit to Falcon's Nest, the adventurers will want to attune to the aetheryte so they can teleport here in the future. Remind the party to do so now, if they haven't already.

After they've attuned to the aetheryte, encourage the party to take a moment to survey their surroundings. A House Durendaire knight patrols the aetheryte plaza, alert for signs of trouble. While there is some foot traffic, none of the people passing by strike the party as particularly suspicious. Along a nearby wall, an Elezen merchant stands behind a small market stall set up under a blue canopy.

If the party asks the merchant for information, read the following passage aloud for the other players:

The woman takes a few moments to reflect, thinking back on the events of the last few days.

Independent Merchant: *Has anyone suspicious come through here of late? Hmm... I'm afraid I haven't seen—Hold on, perhaps I have seen something.*

Three suns back, a group of travelers and their armed escorts stopped by on their way north. They bought...let me see, a fortnight's worth of provisions and some cold-weather gear before they departed. I didn't think much of it at the time, but looking back, they were a rather unusual lot.

There were five of them milling about the plaza, but their leader did all the talking—the rest of the group said nary a word the entire time they were in Falcon's Nest. What's more, they bought far more supplies than a group of their size could need. It's entirely possible that the rest of their party was simply waiting for them outside of town, but I honestly couldn't say; what with all the snow coming down that day.

What the Suspicious Travelers Looked Like

If the party asks the merchant to describe the travelers, she tells them that the leader was an Elezen man. He wore a hood that obscured his features, although she did notice he had light blue hair. The rest of his group was hooded as well, so the only thing she can say for certain is that they were most likely Elezen.

Cold-Weather Gear

If the adventurers did not purchase Ishgardian Cold-Weather Gear before leaving Ishgard, the merchant remarks, *"I hope you don't find this overbold, but you're like to catch your deaths if you head out into the snow like that. Could I interest you in some cold-weather gear? Warm as warm can be, take my word for it!"*

The party can purchase sets of Ishgardian Cold-Weather Gear from this merchant for one point of fortune each.

Ishgardian Cold-Weather Gear — Utility

Base Effect: The owner is protected from the icy winds of the Coerthas western highlands. This item's effects last until the end of the adventure.

If the party asks the House Durendaire knight for information, he will introduce them to the knight who was on duty the day the suspicious travelers passed through Falcon's Nest. They can learn the following by speaking with this knight:

- He spoke to a group of hooded travelers three days prior.
- Their leader told him they were on their way to Tailfeather in the Dravanian forelands to purchase some chocobos.
- He had no reason to detain them, so he allowed them to pass.
- When he cautioned them about setting out in the middle of a snowstorm, their leader assured him they were well accustomed to traveling in icy climes.

Of course, the group was never actually headed to Tailfeather—that was nothing more than a convenient lie made up by the leader of the hooded heretics. In truth, they made straight for Gorgagne Mills after leaving Falcon's Nest.

If the party heads to Tailfeather to ask after the suspicious group, they quickly learn from the locals that no such individuals have come through recently. It soon becomes clear that the group's stated destination was a ruse.

If the adventurers attempt to gather more information from the other residents of Falcon's Nest, they are able to confirm the merchant's story, but cannot learn anything beyond what she and the House Durendaire knight have already told them.

The party might also choose to visit other Ishgardian outposts in the western highlands, such as the Anvil or the Convictory, to see if they can learn more about the mysterious Elezen travelers. Unfortunately, this proves to be a dead end, as heavy snowfall on the day the group passed through Falcon's Nest limited visibility throughout the region.

When the adventurers have finished gathering information in Falcon's Nest, they may depart for Gorgagne Mills as soon as they are ready.

GM

Shopping in Falcon's Nest

The party can purchase items with a shop tier of average from the merchants in Falcon's Nest.

Gorgagne Holding

For more information on this icon, see page 29.

Read the following passage aloud for the other players:

You strike out from Falcon's Nest, heading north through the monster-infested wastes. The sky grows dark as you cross the Black Iron Bridge, and soon the snow is falling so heavily, you struggle to make out anything more than a few yalms away.

You forge ahead despite the storm, following the path of wooden timbers embedded in the snow until you arrive at Gorgagne Mills. Beyond the fence encircling the property, you can just pick out the silhouette of a stone structure looming in the distance.

There is little time for careful observation, however, as a cry of alarm pierces the howling winds. Six shadows come into focus between you and the building—a group of hooded Elezen, all armed and alert. One of the figures shouts something to the others, then turns to flee into the distant building. As he does, the wind blows back his hood, revealing a shock of light blue hair.

The remaining Elezen race towards you, ready to cut you down where you stand!

GM

Heretic Sentries

The group of heretics who recently arrived at Gorgagne Mills posted sentries to keep watch for unwanted visitors. They attack the adventurers without mercy, never uttering a word.

The sentries are rotated out at regular intervals, keeping a steady watch both night and day. Even if the adventurers wait until nightfall to approach the farm, the heretics will notice them coming and engage them in combat.

The Fleeing Leader

As the snowstorm limits the party's visibility, they aren't able to tell which door the heretic leader used to enter the farmhouse. This storm does not subside, even if the adventurers wait before approaching the farm.

Preparing the Encounter

Enemy Turn Order: 1. Shifty Spearman x3 (S)
2. Shifty Spellweaver x2 (SP)

Before beginning the encounter, explain its mechanics to the other players.

For all encounters in this scenario, allow the players to choose their positions after you have placed the enemies on the encounter map.

Encounter Mechanic: Snowstorm

During this encounter, the adventurers must contend with the ongoing snowstorm while confronting their foes.

The adventurers are subject to the reduced visibility environmental effect, preventing them from targeting or affecting objects or characters that are 5 or more squares away with their abilities. For more information on the reduced visibility environmental effect, see page 53.

The adventurers are also subject to the hazardous conditions environmental effect. All adventurers who did not purchase a set of Ishgardian Cold-Weather Gear take 5 damage from the cold at the end of the [Adventurer Step]. For more information on the hazardous conditions environmental effect, see page 53.

As the heretics are used to the snowy weather of the western highlands, they are not affected or impeded by this mechanic in any way.

Enemy Tactics

Round 1

Shifty Spearman: Use **Feint**, then attack using **Combo (True Thrust → Heartstopper)**.

- **True Thrust:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Heartstopper:** Place the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

Shifty Spellweaver: Attack using **Twinned Incantation (Fire → Fire II)**.

- **Fire:** Target the most distant adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Fire II:** Place the marker to include as many adventurers as possible, regardless of whether a tank has **Enmity** on this character.

On all subsequent rounds, enemies will repeat the tactics outlined for round 1.

Encounter Data

Shifty Spearman — Menace

Size: Medium (1x1) - Elezen — Vigilance: 11

Defense: 16 — Magic Defense: 13
Max HP: 60 — Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+1	+3	+0	+1

Abilities

Feint — *Secondary*
Base Effect: Grants this character one advantage die on all ability checks they make this turn.
Limitation: Once per phase

Combo — *Primary, Unique*
Base Effect: Attack using True Thrust, then use Heartstopper.

True Thrust — *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 5) CR: Target's Defense
Base Effect: Deals 10 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

Heartstopper — *Primary, Stationary Marker, Physical*
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.

Shifty Spellweaver — Champion

Size: Medium (1x1) - Elezen — Vigilance: 12

Defense: 13 — Magic Defense: 15
Max HP: 60 — Speed: 5 squares

STR	DEX	VIT	INT	MND
+1	+3	+0	+5	+2

Abilities

Twinned Incantation — *Primary, Unique*
Base Effect: Attack using Fire, then use Fire II.

Fire — *Primary, Magic, Fire-Aspected, Invoked*
Target: Single Range: 10 squares
Check: INT (d20 + 5) CR: Target's Magic Defense
Base Effect: Deals 8 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Fire II — *Primary, Stationary Marker, Magic, Fire-Aspected, Invoked*
Origin: 1 square within 5 squares of this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

Shifty Spearman *Shifty Spellweaver*

Taking the Heretics Captive

During this scenario, any heretics the party defeat perish from their wounds at the end of an encounter unless the adventurers choose to inflict nonlethal damage and **Knock Out** their opponents instead. Even if taken captive, however, the heretics remain silent, refusing to say anything that could imperil their comrades.

At the end of this scenario, the Temple Knights will take any captured heretics into custody for interrogation.

Ending the Encounter

The encounter ends when all enemies have been reduced to 0 HP. Read the following passage aloud for the other players:

Even with the storm hindering you at every turn, you manage to lay low your heretical assailants. You bend down to question one of the fallen Elezen, but it is too late.

Elezen Heretic: *Brothers, sisters...I have failed you... The rest...is in your hands...*

With a final, choking gasp, the heretic breathes his last.

You survey the area, alert for a second wave of foes, but after a few minutes pass without incident, it becomes clear that the battle is well and truly over.

Gorgagne Mills - Exterior & 1st Floor

With the heretic sentries defeated, the party is free to begin their survey of Gorgagne Mills. Read the following passage aloud for the other players:

Confident that the area is clear of heretic ambushers, you decide to make a brief circuit of the farm to get a better grasp of the lay of the land before beginning your investigation in earnest.

In the center of the property sits a two-story stone farmhouse. Three doors line the southern wall of the first floor, one of which is set further back from the others. On the west side of the farmhouse, a stone staircase ascends to another door on the building's second floor.

On the opposite side of the farmhouse stands a three-story outbuilding, its second floor connected to the farmhouse by a covered walkway. To the east, you spy an open-air woodshed piled high with lumber.

Gorgagne Mills - Exterior & 1st Floor Information

Gorgagne Mills is centered around the farmhouse—which is split between stables on the first floor and living quarters on the second—and the outbuilding, which connects to the farmhouse via a covered stone walkway. Though both structures have long since fallen into disuse, their sturdy stone construction prevents them from being demolished or burned down.

① **Farmhouse Staircase Door:** At the top of the stone staircase is a wooden door leading into the farmhouse.

If an adventurer wishes to listen at the door, have them make a MND check with a CR of 13. Characters who succeed hear the creaking of wooden floorboards and the rustling of cloth, suggesting that several people are moving about quietly inside.

If the party opens this door to enter the second floor, proceed to page 95.

② **Farmhouse Side Door:** This plain wooden door opens into a small storeroom on the west side of the farmhouse. Pitchforks, shovels, and other rusted farming implements are propped along one wall. Other tools and household goods lie abandoned on shelves, all blanketed in a layer of dust.

Have each character make a MND check with a CR of 12 to search the storeroom. Regardless of success, the party locates four sets of Isilgardian Cold-Weather Gear, which seem to have been left here in the last few days. If even a single adventurer succeeded on this check, the party also finds a Potion and an Ether, presumably left behind by the heretics.

Potion — *Secondary, Consumable*
Target: Self
Base Effect: Restores 3 HP to the user.

Ether — *Secondary, Consumable*
Target: Self
Base Effect: Restores 1 MP to the user.

③ **Farmhouse Barn Doors:** A sturdy set of wooden doors that once allowed livestock to be moved in and out of the stables. A wooden bar set into metal brackets holds the door closed and must be removed before it can be opened.

④ **Farmhouse Stable Door:** The wooden door to the right of the livestock entrance also leads into the stables. It was likely used by farmhands before Gorgagne Mills was abandoned.

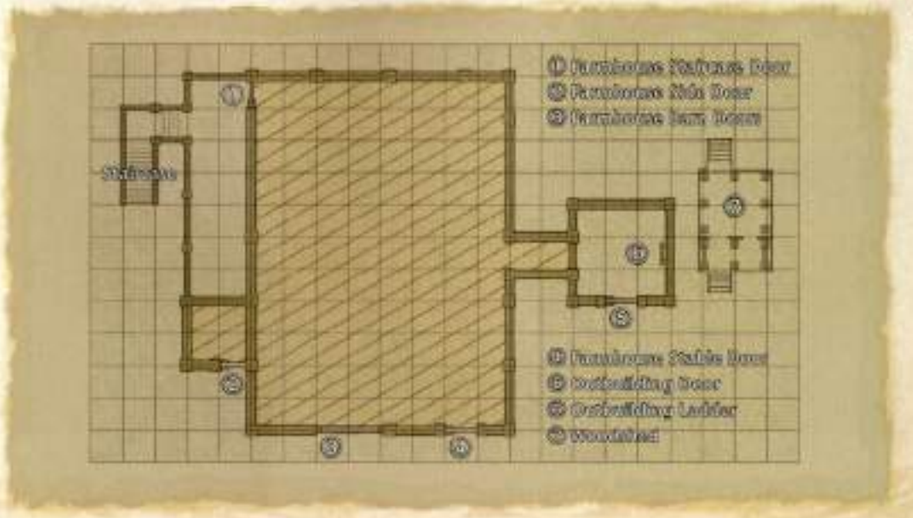
⑤ **Outbuilding Door:** This wooden door leads into the outbuilding to the east of the farmhouse. Like the barn doors, a wooden bar holds the door closed. The bar can be removed from the outside without requiring any checks; however, if the adventurers try to open this door from inside the outbuilding, they must succeed on a STR check with a CR of 15 to break it down.

The outbuilding was once used as a storehouse, but now contains nothing but cobwebs and dust. Aside from a ladder leading up to the second floor, there is nothing of use to be found here.

⑥ **Outbuilding Ladder:** This ladder leads to the outbuilding's second floor. Despite the passage of time, it appears to be sturdy enough to bear weight.

If the party climbs the ladder to the second floor, proceed to page 97.

⑦ **Woodshed:** To the east of the outbuilding stands an open-air woodshed. Logs are piled high beneath its snow-covered roof, and its shelves are stocked with chopped firewood. A cursory examination of the shed reveals that some of the firewood has been carried off in the last few days.



Gorgagne Mills - Exterior & 1st Floor

Gorgagne Mills - 1st Floor Stables

The first floor of the farmhouse is almost entirely devoted to the stables, though it also features a small storeroom. As the two areas are not connected by a door, characters must go outside to move from one location to another.

When the party enters the stables, read the following passage aloud for the other players:

> You step from the bitter cold into a large chamber that makes up the majority of the farmhouse's first floor. Wooden partitions divide the left side of the room into four stalls, each of which contains a pile of straw. Clearly, this is where Gorgagne Mills' farmers kept their livestock. On the far side of the room is a stone stairwell leading into the farmhouse's cellar.

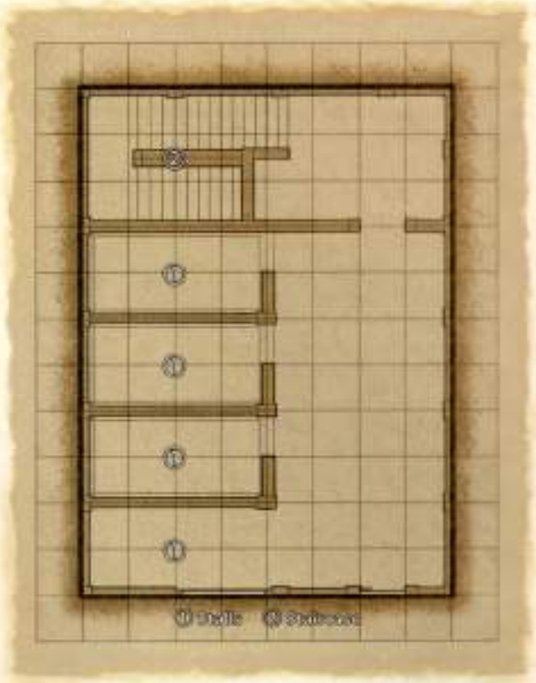
Gorgagne Mills - 1st Floor Stables Information

① **Stalls:** The stalls where the Gorgagne family once kept chocobos and other beasts of burden. Each of the four stalls contains a sizable pile of moldering straw.

② **Staircase:** A dimly lit stone staircase that leads to the farmhouse's cellar.

If an adventurer wishes to listen at the top of the stairs, have them make a MND check with a CR of 10. Regardless of success, they hear nothing that would suggest the heretics are waiting for them below. If they fail the check, however, they stumble over an empty pail, which tumbles down the stairs with a series of metallic clanks.

If the party descends the staircase to the cellar, proceed to page 98.



Gorgagne Mills - 1st Floor Stables

Gorgagne Mills

Gorgagne Mills - 2nd Floor

A group of heretics awaits the party on the second floor of the farmhouse, having been alerted to their presence by the sound of their clash with the sentries.

When the party enters the second floor via the door at the top of the staircase, read the following passage aloud for the other players, then begin the encounter described below:

> You open the door into a dimly lit hallway. The long years of neglect have not been kind to the Gorgagnes' former abode—the air is thick with motes of dancing dust, and the stark stone walls are dark with mold.
>
> The corridor extends several yalms to your right before turning a corner and continuing out of view. The floorboards creak underfoot as you enter, undermining any attempts to remain quiet. You only make it a few steps before three armed Elezen step into view from around the corner. One of them calls out to you, his voice dripping with contempt.
>
> **Heretical Elezen:** *I see the ever-holy knights of Ishgard have again loosed their hounds to hunt us down... But this time, you shall be our prey!*
>
> Before you can utter a word in reply, the man retrieves a vial of red liquid from a pocket and downs it in a swift gulp. With a flash of profane aether, the Elezen vanishes, leaving a furious dragon where he stood only moments before. The baleful creature spreads wide its wings as it lets loose a spine-chilling howl!

If, however, the party chooses to open the door just a crack to survey the scene without setting foot inside, read the following passage aloud for the other players instead:

> You open the door into a dimly lit hallway. The long years of neglect have not been kind to the Gorgagnes' former abode—the air is thick with motes of dancing dust, and the stark stone walls are dark with mold.
>
> The corridor extends several yalms to your right before turning a corner and continuing out of view. Despite your limited field of vision, you spot an armed Elezen standing guard around the corner. Fortunately, it seems he has yet to notice you lurking just outside.

Gorgagne Mills - 2nd Floor

At this point, the party can quietly close the door to avoid combat. If, however, they choose to attack the heretic, explain how the heretic transforms into a dragon, then begin the encounter described below.

Preparing the Encounter

Enemy Turn Order: 1. Shifty Spearman x2 (S)
2. Ice Aevis x1 (I)

If the players entered the second floor from the door at the top of the staircase, have them choose their positions from starting area 1. If they entered the second floor from the passageway leading to the outbuilding, have them choose their positions from starting area 2.

If fewer than three adventurers enter the second floor, only place a single shifty spearman on the encounter map when the encounter begins. At the start of the second round, add the remaining enemies to the encounter map.

Adventurers who did not enter the second floor with the rest of the party may not choose positions on the encounter map when the encounter begins. They may choose their positions from the appropriate starting area at the start of the second round when they come running to aid their comrades.

Setup for 3 or 4 Adventurers

Setup for 1 or 2 Adventurers

Encounter Data

Shifty Spearman — Menace

Size: Medium (1x1) • Elezen — Vigilance: 11
Defense: 15 — Magic Defense: 11
Max HP: 60 — Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+1	+3	+0	+1

Abilities

Feint — *Secondary*
Base Effect: Grants this character one advantage die on all ability checks they make this turn.
Limitation: Once per phase

Combo — *Primary, Unique*
Base Effect: Attack using True Thrust, then use Heartstopper.

True Thrust — *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 5) CR: Target's Defense
Base Effect: Deals 10 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

Heartstopper — *Primary, Stationary Marker, Physical*
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.

Ice Aevis — Champion

Size: Large (2x2) - Dragon — Vigilance: 11
Defense: 14 — Magic Defense: 15
Max HP: 150 — Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+4	+2	+3	+5	+1

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using Strident Scream, then use Electric Veilation.

Strident Scream — *Primary, Magic*
Target: All enemies within range
Range: A 10x10 area centered on this character
Check: INT (d20 + 5)
CR: Target's Magic Defense
Base Effect: Deals 10 damage to all targets.
Direct Hit: Deals an additional 3d6 damage.

Electric Velitation — *Primary, Stationary Marker, Magic, Lightning-Aspected, Invoked*
Origin: 1 square within 5 squares of this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.

Enemy Tactics

Round 1

Shifty Spearman: Use Feint, then attack using Combo (True Thrust → Heartstopper).
- True Thrust: Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- Heartstopper: Place the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

Whenever possible, shifty spearmen move so as to prevent the adventurers from approaching the ice aevis.

Ice Aevis: Attack using Combo (Strident Scream → Electric Velitation).
- Strident Scream: Attempt to hit as many adventurers as possible, regardless of whether a tank has **Enmity** on this character.
- Electric Velitation: Place the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

The ice aevis should attempt to stay behind the shifty spearmen and attack the party from afar.

On all subsequent rounds, enemies will repeat the tactics outlined for round 1.

Ice Aevis

Ending the Encounter

The encounter ends when all enemies have been reduced to 0 HP. The adventurers are now free to explore the second floor of the farmhouse.

Walls and Closed Doors

During this encounter, walls and closed doors are considered to be obstacles (see page 54), and characters cannot move into or through them. They may also be considered obstructions, to which the optional rules for line of sight apply (see page 56).

Opening and Closing Doors

All of the doors on the second floor of the farmhouse are unlocked. During this encounter, a character can use their free action to open or close a door in an adjacent square.

Gorgagne Mills - 2nd Floor Information

① **Servants' Quarters:** Once used by the Gorgagnes' attendants, this large room has fallen into disrepair along with the rest of the farm. Splintered furniture lies forlornly along the northern wall, and empty bottles are strewn haphazardly across the floor.

Several bedrolls are lined up along the wall next to one of the room's doors, each with a large travel sack beside it. If the party chooses to search these sacks, they find a necklace tucked carefully inside each of them along with several changes of clothes. The pendants resemble ruby talons about as long as a little finger. Given the care with which they were hidden, they seem to be of some significance to the heretics. Characters who succeed on an **INT** check with a CR of 13 recognize these to be Draconian Rosaries—symbols frequently carried by Ishgardian heretics.

② **Kitchen:** A narrow kitchen furnished with an iron stove which, though unlit, is still warm to the touch. Judging by the state of the countertop, a meal was prepared here not long ago. Characters who succeed on an **INT** check with a CR of 13 discover a small sack containing a Magma Beet and a Dravanian Paprika, both relatively fresh and fit to eat.

Magma Beet / Dravanian Paprika — *Primary, Meal*
Target: Self
Base Effect: Reduces the damage the user takes from all *ice-aspected* abilities by 1. This effect is removed when the user sleeps for a full cycle or at the end of the next encounter.

③ **Master Bedchamber:** This well-appointed room served as the Gorgagnes' bedchamber. A large wooden bed sits against the far wall, with a bedroll laid out atop it. Several whetstones and an assortment of other supplies have been set out on a nearby desk. It would appear that one of the heretics has appropriated this chamber for themselves.

At the foot of the bed sits a small but finely crafted wooden chest. If an adventurer chooses to open or examine this chest, have them make a **DEX** check with a CR of 10. If they succeed, they notice a trap and manage to disarm it before it goes off. If they fail the check, however, they trigger the trap, causing a cloud of black smoke to engulf the party. The adventurers do not take any damage, but their bodies feel heavy for a moment as the smoke seeps into their pores.

Regardless of success, the adventurer opens the chest to discover a single Heavy Iron Key.

④ **Outbuilding 2nd Floor:** The second floor of the outbuilding contains two ladders—one leading to the lower level via a wooden hatch, and another leading up to the third floor. This second ladder, however, has rotted away over the years, and cannot be climbed.

A door on the eastern wall leads outside to the passageway connected to the second floor of the farmhouse. If the party crosses to the farmhouse and has yet to complete the encounter on the second floor, return to page 95.

Draconian Rosaries

The party will need one of the Draconian Rosaries from the servants' quarters to reveal the hidden stairway leading to the subcellar.

Master Bedchamber

The leader of the band of heretics has set himself up in the master bedchamber while overseeing the transportation of the secret stash of dragon blood.

Heavy Iron Key

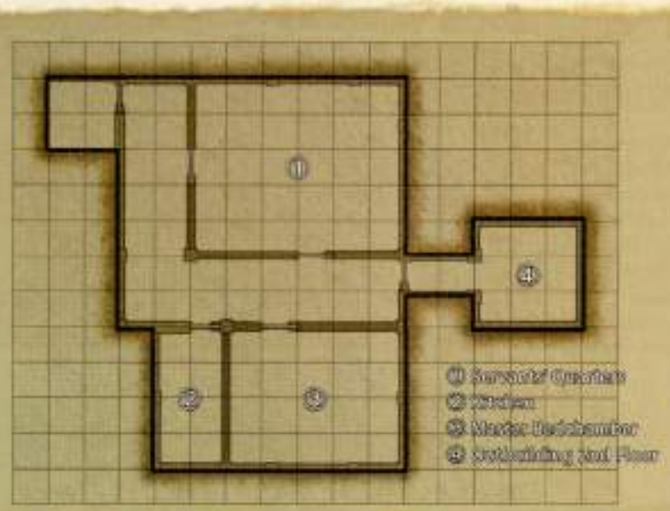
The party will need the Heavy Iron Key to open the cell door in the farmhouse's cellar. This key is actually a spare; the leader of the heretics has the other key on his person.

Trapped Chest

The heretic leader set a trap inside the chest that inflicts a curse on anyone who opens it, aside from himself and the others in his group. While this curse does not deal any damage, it does put the adventurers at a disadvantage during the scenario's final encounter.

Kitchen

The heretics recently prepared a meal here, the remnants of which can be found in the cellar. The Magma Beet and Dravanian Paprika the party discovers are ingredients for the heretics' next meal.



Gorgagne Mills - 2nd Floor

Gorgagne Mills - Cellar

When the party descends the stairs to the cellar, read the following passage aloud for the other players:

> At the bottom of the stairs, you find a stone archway leading into a sprawling cellar. Two long tables contain the remnants of a recent repast, while a third table appears to have been used as a writing desk. In the center of the far wall, flanked by doors on either side, is an impressive stone altar. To your left, just beside the archway, is a door made of iron bars that looks in on a small holding cell.

Gorgagne Mills - Cellar Information

① **Cell Door:** This locked iron door bars the way into the small cell beside the stairway. Despite its age, the door is sturdy, and holds up against any attempts to open it by force. The adventurers can unlock it by using the Heavy Iron Key found in the master bedchamber.

② **Tables:** A wooden table sits beside a pillar on the northern side of the room, atop which has been placed a lamp and a few commonplace tools. It appears to have served as a makeshift desk.

There are two more tables between the pillars on the southern side of the room, laden with plates, cutlery, bottles, and the remains of a hastily consumed meal. A cursory examination of these tables suggests that the heretics have been spending a fair bit of time down in this cellar.

③ **Altar:** This stone altar depicts Saint Shiva and the dragon Hraesvelgr. It was built here some time ago by the first group of heretics to take up residence in the abandoned Gorgagne Mills.

The altar is littered with scraps of parchment covered in spidery script written in blood red ink. Characters who succeed on an **INT** check with a CR of 12 manage to reassemble the pieces well enough to make out the following:

"Tatzelwurm yet sleeps within the sacred mount. If we can provide him with enough dragon blood to restore his strength, he should awaken to wage war on Ishgard once more."

④ **Sealed Doors:** Perhaps due to the long years of disuse, these sturdy wooden doors are stuck fast and cannot be opened or broken down.

⑤ **Holding Cell:** A small stone cell devoid of any furnishings. If the adventurers search the cell, they find a small groove in the far wall about the same size as a little finger. Characters who succeed on a **MND** check with a CR of 12 deduce that the wall is actually a hidden door, and that pressing the right object against it may be the key to opening it.

If the adventurers press a Draconian Rosary against the groove, the wall slides open to reveal a staircase leading deeper underground.

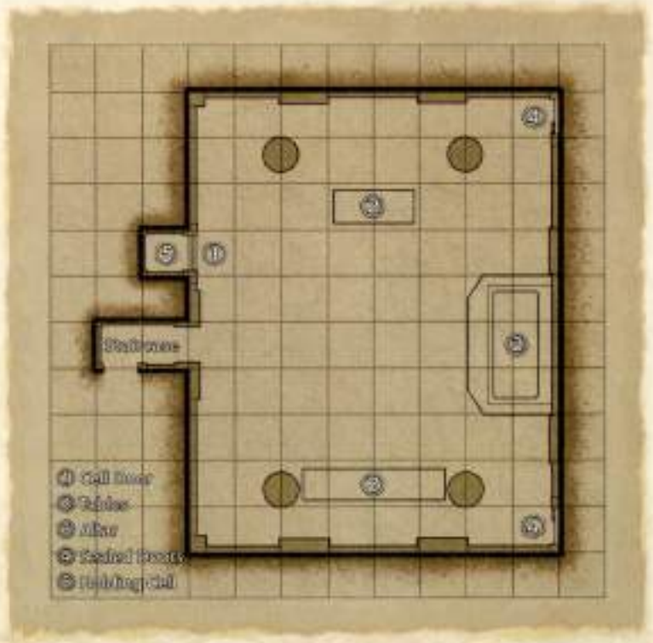
Cell Door
The Heavy Iron Key found inside the trapped chest on the second floor of the farmhouse is required to unlock this door.

Tables
There is nothing of value to be found on any of the tables nor anywhere else in the cellar. The cutlery and tools present are no better than anything the adventurers already have amongst their adventuring supplies.

What to Do If the Investigation Goes Poorly
If, after exploring the farmhouse, the players believe they've discovered all there is to be found, remind them that they've yet to encounter the heretic leader. He must be hiding somewhere, and he likely has information that Lucia will want to know.

If you notice the players are stumped, you can always have the Temple Knight contact them by linkpearl and, after asking what the party has found so far, offer subtle hints as to how to proceed. For example, if the adventurers have discovered the groove in the wall of the cell, but haven't thought to use the Draconian Rosary, you could suggest that the key may be found among the heretics' personal belongings.

Gorgagne Mills - Cellar



Gorgagne Mills - Subcellar

When the party descends the hidden staircase, read the following cutscene aloud for the other players:

> You follow the winding staircase down into the darkness. When you reach the bottom, you find yourselves looking into a large, well-lit chamber. Shelves and tables line the walls, with stacks of crates filling the space between them. Atop nearly every surface sits row upon row of glass bottles, most empty, but some brimming with a familiar reddish liquid. It would appear the heretics have been using this secret chamber to store dragon blood.
>
> Three Elezen men stand in the middle of the room, weapons at the ready. One throws back his hood, revealing a head of light blue hair.
>
> **Heretic Leader:** *So much for the guards I posted... Incompetent fools.*
>
> *I know not what brought you to Gorgagne Mills, outlanders, but now that you have borne witness to our secret storeroom, I cannot allow you to leave here alive. Pray if you must, for this is where you die!*
>
> Without another word, the three Elezen snatch up vials of dragon blood and drain their contents in a single swallow. There is a burst of aether as the men transform, leaving you staring down the jaws of a trio of angry dragons!

If the party set off the trap when opening the chest in the master bedchamber, read the following passage aloud for the other players:

> The heretic leader—now a balking diresaur—lets out a bloodcurdling roar. As if in response, black smoke begins to swirl around your bodies, suffusing you with leaden lethargy.
>
> **Heretic Diresaur:** *Hah! Twould appear you bumbling interlopers poked your noses where they had no business being! A curse is the least you deserve for your meddling!*

The heretic's curse reduces the adventurers' **Defense** and **Magic Defense** by 2 until the end of the next encounter. This curse is not an enfeeblement, and so it cannot be removed by effects that remove them.

Preparing the Encounter

Enemy Turn Order: 1. Frost Aevis x2 (F)
2. Heretic Diresaur x1 (H)

At this point in the scenario, the adventurers can use their limit breaks. Make sure to inform the players of this now.

Enemy Tactics

Round 1

Frost Aevis: Attack using **Cold Snap**, placing the marker on the healer. If a tank has **Enmity** on this character, place the marker on the tank instead. If a **Cold Snap** marker is already present on the encounter map, attack using **Strident Scream**. Attempt to hit as many adventurers as possible, regardless of whether a tank has **Enmity** on this character.

Heretic Diresaur: Use **Greater Draconic Bearing**, then attack using **Ripper Claw**. Attempt to hit as many adventurers as possible, regardless of whether a tank has **Enmity** on this character.

Round 2

Frost Aevis: Same as round 1.

Heretic Diresaur: Use **Greater Draconic Bearing**, then attack using **Combo (Fireball → Cacophonous Crash)**.

- **Fireball:** Attempt to hit as many adventurers as possible. If a tank has **Enmity** on this character, attempt to hit the tank and as many other adventurers as possible instead.
- **Cacophonous Crash:** Place the markers on two DPS.

On all subsequent rounds, enemies will alternate between the tactics outlined for rounds 1 and 2.

Frost Aevis

Encounter Data

Frost Aevis — Champion

Size: Large (2x2) - Dragon | Vigilance: 11
Defense: 13 | Magic Defense: 15
Max HP: 80 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+0	+3	+5	+1

Abilities

Cold Snap
Primary, Mobile Marker, Magic, Ice-Aspected, Invoked
Origin: 1 enemy within 5 squares of this character
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 60 damage divided evenly (rounded up) amongst all targets.

Strident Scream *Primary, Magic*
Target: All enemies within range
Range: A 10x10 area centered on this character
Check: INT (d20 + 5) **CR:** Target's **Magic Defense**
Base Effect: Deals 10 damage to all targets.
Direct Hit: Deals an additional 3d6 damage.

Heretic Diresaur — Solo

Size: Huge (3x3) - Dragon | Vigilance: 12
Defense: 15 | Magic Defense: 16
Max HP: 280 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+0	+5	+6	+2

Traits

Elite Foe: Draconic Resilience
This character cannot be **Stunned**. Be sure to inform the players of this before beginning the encounter.

Abilities

Greater Draconic Bearing *Instant, Magic*
Trigger: When this character begins their turn
Base Effect: Choose and resolve two of the following effects.
- Grant this character one advantage die on a single ability check they make this turn.
- Target all enemies adjacent to this character, then deal 7 damage to all targets.
- Lose 5 HP and remove a single enfeeblement from this character. Some enfeeblements, such as **Enmity**, cannot be removed by this effect.
- Move an enemy within 10 squares of this character up to 2 squares, as determined by the GM.

Ripper Claw *Primary, Physical*
Target: All enemies within range
Range: A 5x4 area whose longest side is centered on 3 squares directly adjacent to this character
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 10 damage to all targets.
Direct Hit: Deals an additional 5d6 damage.

Combo *Primary, Unique*
Base Effect: Attack using **Fireball**, then use **Cacophonous Crash**.

Fireball *Primary, Magic, Fire-Aspected, Invoked*
Target: All enemies within range
Range: A 7x7 area within 10 squares of this character
Check: INT (d20 + 6) **CR:** Target's **Magic Defense**
Base Effect: Deals 8 damage to all targets.
Direct Hit: Deals an additional 4d6 damage.

Cacophonous Crash *Primary, Mobile Marker, Magic*
Origin: 2 DPS within 8 squares of this character
Marker Area: Two tethers, one linking each origin with this character and that move with their origins
Target: All origins
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets. If an origin moves more than 9 squares away from the heretic diresaur, that origin's tether breaks and their marker is removed.

Ending the Encounter

The encounter ends when all enemies have been reduced to 0 HP. Read the following passage aloud for the other players:

> The last of the transformed heretics falls to the ground with a heavy thud, their many wounds staining the stone floor crimson with freshly shed dragon blood. Not far from where the leader transformed is a leather satchel, inside of which you find a folded piece of parchment.

The parchment turns out to be a letter detailing the heretics' plans. If the party reads it, they learn that the heretics were under orders to retrieve the dragon blood hidden in Gorgagne Mills so that they could awaken the slumbering dragon Tatzelwurm.

If the party searches the chamber, they find that much of the dragon blood has already been carried off. It seems the heretics' scheme is well on its way to fruition.

Grave Findings

Once the party has dealt with the heretics, they will need to inform the Temple Knights of their findings. Shortly after they report in via linkpearl, a squad of Temple Knights arrives at Gorgagne Mills, led by the same knight that escorted the party to the Holy Stables.

Heretic Diresaur

Read the following passage aloud for the other players:

> **Temple Knight:** *To think this chamber was hidden just below our feet all this time... And these dragons... It appears I have misjudged you. Ishgard is fortunate indeed to have friends like you.*
>
> *My men and I will see that all evidence of this heresy is safely transported to the Holy See for further investigation. Pray return to Ishgard ahead of us and deliver the missive you discovered to Commander Lucia. I am certain she will want to know of your findings at once.*

When the adventurers return to the Congregation of Our Knights Most Heavenly in Ishgard and deliver the letter to Lucia, read the following passage aloud for the other players:

> Lucia's face grows dark as she scans the creased letter.
>
> **Lucia:** *Tatzelwurm... Our dragoons bested this foul dragon a great many decades ago, but the creature managed to flee before they could claim its head. While the wyrm yet slumbers, there is no telling what horrors it might inflict upon Ishgard should it wake.*
>
> *The Temple Knights will make every effort to discover where the heretics have moved the dragon blood. As soon as we have picked up their trail, I shall send for you at once.*
>
> *In the meantime, you are free to come and go as you please. We will see that you have suitable lodgings within the city, so pray make use of them as you see fit.*

What to Do If the Party Didn't Read the Letter
If the party delivers the letter without reading it first, be sure to have Lucia explain that the heretics were sent to Gorgagne Mills to recover a stash of dragon blood so that they can awaken the dragon Tatzelwurm.

The Adventure Continues

The adventure continues with Scenario 3: Where Dragons Slumber, in which the adventurers are once more summoned to Ishgard by First Commander Lucia to deal with the threat posed by Tatzelwurm.

Scenario 3 is intended for a party of four level 60 adventurers. You may assume that any characters who participated in this scenario have completed several other quests before Where Dragons Slumber begins, allowing them to reach the required level.

To Be Continued...

Scenario & Gamemaster Guide Scenario 3: Where Dragons Slumber

An Eorzean Scenario, Recommended for a Light Party of Level 60 Adventurers

The average expected playtime for this scenario is four to six hours, or three to five hours for parties of experienced TTRPG players. When following the scenario as intended, the party will take part in three combat encounters and one mini-game.

This scenario is intended as a continuation of both Scenario 1: The Defense of Ishgard and Scenario 2: The Blood of Dragons, and as such, it is recommended that the same players and adventurers set off on this particular journey. If you plan to play this scenario as a standalone adventure or with different players or adventurers, feel free to rephrase or adjust the story as needed.

The GM should review this scenario in full before beginning the game. To avoid spoiling the story, other players should refrain from reading the information contained here in advance.

Scenario Synopsis (GM's Notes)

Following the death of the dread wyrm Nidhogg, an army of heretics invades the Holy See of Ishgard. Before the situation devolves into further violence, the heretic leader Ysayle Dangoulain—otherwise known as Lady Iceheart—convinces her brothers- and sisters-in-arms to stand down and leave peacefully.

Not all are swayed by Ysayle's pleas, however. A small group of heretics, still determined to exact bloody vengeance on Ishgard, hastens to Sohm Al to awaken Tatzelwurm, a terrible dragon loyal to Nidhogg. When word reaches Lucia that a suspicious group of Elezen was spotted just outside of Tailfeather, the first commander calls on the party to investigate.

The adventurers pick up the heretics' trail in Tailfeather and pursue them to Sohm Al, a floating mountain sacred to dragonkind. They overcome the traps laid for them, but arrive at the ruins below Hess Afah to discover they are too late—the heretics have already succeeded in rousing Tatzelwurm. With all other options closed to them, the party must overcome this legendary dragon or perish along with Ishgard.

— **Ysayle Dangoulain:** *An Elezen of Ishgardian descent, Ysayle fled the bitter cold which had descended upon Coerthas following the Calamity, eventually arriving in the Dravanian forelands. There, she chanced upon Hraesvelgr, ancient warden of Anyx Trine. The power of the Echo stirred within her, and she was afforded a vision of the Dragonsong War's inception—a vision later confirmed as truth during an encounter with Midgardsormr. Before, she had cared for little save the hunt and her birds of prey, but now, Ysayle was driven to forging a new peace twixt dragon and man while revealing the teachings of the Ishgardian Orthodox Church to be lies. It was thus she rose to a position of leadership amongst the heretics of Coerthas, taking the name Lady Iceheart.*
- Encyclopædia Eorzea ~The World of Final Fantasy XIV~

Where Dragons Slumber

Lv. 60

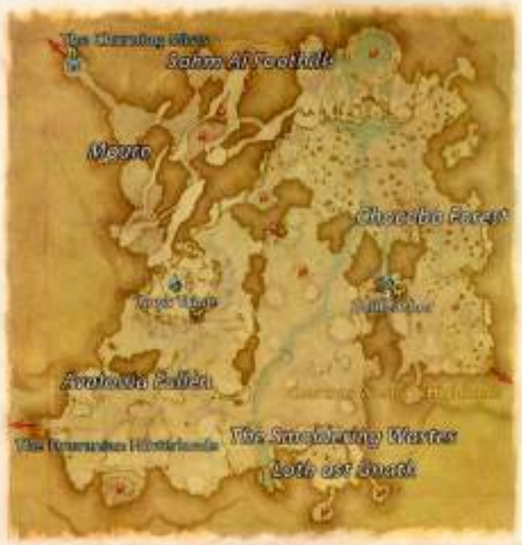
Player Information

Description

In the midst of turmoil in the Holy See of Ishgard, First Commander Lucia sets you on the trail of a potential heretic threat.

Objectives

Investigate the suspicious group spotted in the Dravanian forelands!



Setting the Stage

This scenario is set during Final Fantasy XIV: Heavensward, shortly after the Warrior of Light—accompanied by Estinien Wyrmblood, the Azure Dragoon—ventures into the Aery and slays the dread wyrm Nidhogg. The heroes return to Ishgard along with the heretic leader Ysayle Dangoulain in time to de-escalate a confrontation between an army of heretics and the Temple Knights before it devolves into further violence. Be sure to explain this to the other players before beginning the game.

Not long after this scenario begins, Archbishop Thordan VII takes flight for Azys Lla in the company of the knights of the Heavens' Ward.

Heretic Factions

The heretics that appear in this scenario belong to a splinter faction acting against Ysayle's wishes. They ignore her calls for peace, instead choosing to cooperate with the dragons of the Horde to scale Sohm Al and awaken Tatzelwurm.

Tatzelwurm

Tatzelwurm is a dragon of Nidhogg's brood. Having lost much of his power at some point during the Dragonsong War, Tatzelwurm returned to Sohm Al and fell into a long slumber.

After the Warrior of Light defeats Tiamat in Final Fantasy XIV, Estinien remarks that he does not sense other dragons nearby. While Tatzelwurm lies not far from where the Azure Dragoon stands, the depth of the dragon's slumber prevents Estinien from noticing him.

While many dragons dwelling on Sohm Al were driven off or slain during the Warrior of Light's ascent, those that survived have returned to safeguard the heretics as they attempt to awaken Tatzelwurm.

— **Sohm Al:** *The tallest peak in Eorzea is held as a sacred land by the dragons, who are said to journey here when they feel their life slipping away. Formed not of stone but solid crystal, the massive mountain floating above the ground below is a marvelous sight to behold.*
- Encyclopædia Eorzea ~The World of Final Fantasy XIV~

Shadows in Dravania

Once the players are ready to begin, read the following passage aloud, adjusting accordingly if they did not complete Scenario 2: The Blood of Dragons.

You receive an urgent summons from Lucia, first commander of the Temple Knights, and make haste to the Congregation of Our Knights Most Heavenly in Ishgard to meet with her. Upon arrival, you are ushered to the long table in the main hall where you find her sorting through a stack of reports. She looks up as you enter, and offers a tired smile.

Lucia: *'Tis good to see you hale, adventurers. Pray forgive my haste, but I have obtained a potential lead on the heretics seeking to awaken Tatzelwurm—one that I would waste no time in sharing.*

The hunters of Tailfeather recently sent word of an unidentified group of Elezen transporting a wagon through the Chocobo Forest. While they may well be no more than a caravan of chocobo poachers, we cannot discount the possibility that they are in fact the allies of the heretics you encountered at Goeljaine Mills. If so, they are likely taking steps to see their plot to fruition—a danger we do not dare allow to go unchecked.

Regrettably, the situation here in Ishgard remains a precarious one. The Temple Knights are occupied with the aftermath of the recent heretic uprising, and Ser Aymeric is away tending to a matter of great import.

Yet I fear that we cannot afford to wait until the current predicament has passed to investigate the hunters' report. Thus, I would again prevail upon your goodwill, and ask that you travel to the Dravanian forelands to track down these suspicious characters. And should you discover this caravan to be a heretic ploy, you must stop them before they can rouse Tatzelwurm from his long slumber.

If the adventurers agree to investigate the report, Lucia informs them that the seminarians of Saint Endalim's Scholasticate have uncovered a document containing firsthand accounts of past battles with Tatzelwurm. She encourages the party to pay the scholasticate a visit before they set out for Tailfeather.

Ser Aymeric's Whereabouts

At this point in time, Ser Aymeric is on his way to the Vault—heart of the Ishgardian Orthodox Church—to confront the archbishop about the true history behind the Dragonsong War. Concerned that the lord commander's revelations are unlikely to be received well, Lucia is reluctant to mobilize the Temple Knights in case she needs to mount a rescue.

Ishgard

Saint Endalim's Scholasticate

When the party departs for Saint Endalim's Scholasticate, read the following passage aloud for the other players:

You make your way through the upper levels of Ishgard to Saint Reymanaud's Cathedral, home to Saint Endalim's Scholasticate—the Holy See's premier institute of theological learning. A bespectacled Elezen man in flowing red and white clerical robes awaits you within.

Bruvagnon: *Welcome, adventurers. I trust you had little trouble finding your way to this place of sacred study? My name is Bruvagnon, deputy headmaster of Saint Endalim's Scholasticate.*

The Temple Knights have informed me that you seek knowledge of a particular wyrm of Nidhogg's Horde.

The man adjusts his glasses, then proffers a single tome.

Bruvagnon: *I believe you will find this particular volume sufficiently enlightening. It is a record of the battles waged against Tatzelwurm, with firsthand reports from knights who survived their encounters with this terrible dragon. I pray it will aid you in your quest.*

After parting ways with the deputy headmaster, you find a quiet corner of the library and begin your research. But the years have not been kind to the weathered document—its pages are worn and yellowed, the ink faded. In order to glean the information you seek, you will need to piece together the clues that yet remain.

Have each character make an **INT** check to piece together relevant information from the timeworn tome. What they discover is determined by the result of their checks.

Investigation Results

10+: You learn that Tatzelwurm is one of the most fearsome dragons in Nidhogg's Horde. The tome makes several mentions of the wyrm's **Abyssal Inferno**, which devastated entire armies of Ishgardian knights.

15+: In addition to the above, you learn that in order to unleash **Abyssal Inferno**, Tatzelwurm must first gather aether in his throat. According to eyewitness reports, the dragon's throat changes hues as it does so. It first glows red, then yellow, blue, and finally, white. The incandescent flames Tatzelwurm breathes when his throat glows white appear to have been especially potent.

18+: In addition to the above, you learn that Tatzelwurm is unable to move while gathering aether. Survivors have reported that the dragon relies on his minions to occupy foes as he prepares to unleash **Abyssal Inferno** from a safe distance.

21+: In addition to the above, you learn that Tatzelwurm has been known to send out two waves of minions before engaging his enemies personally.

Adventurers whose results are less than 10 do not learn anything of use from the tome.

Tailfeather

When the party departs for Tailfeather, read the following passage aloud for the other players. If your group is playing this scenario immediately after completing Scenario 2: The Blood of Dragons, you may wish to adjust the passage to have the Temple Knight that Lucia assigned to assist the party in the previous scenario show up and offer to escort them part of the way to Tailfeather.

The chill of Coerthas abates as you cross into the Dravanian forelands. Before you sprawls the Chocobo Forest, sheltered from the eyes of prowling dragons by the canopy of its towering cedarwood trees.

As you make your way along the dirt path to the settlement of Tailfeather, you catch occasional glimpses of wild chocobos roaming the dense woods, as well as a distant view of ancient ruins that predate the Dragonsong War.

After arriving in Tailfeather, the adventurers must gather information from local NPCs in order to proceed. No checks are required to learn what the settlement's inhabitants know.

Troubled Trapper (Hyuran Male)

Troubled Trapper: *Here about that shady group, are you? Saw 'em myself only two days back—ten or so hooded Elezen pullin' some sort of wagon. Didn't recognize any of 'em, and far as I could tell, they were on their way to Anyx Trine.*

Leavin' the Chocobo Forest without a proper escort is a sure way to end up as a dragon's next snack. They weren't poachers, I can tell you that for a certainty.

Keen-Eared Hunter (Elezen Female)

Keen-Eared Hunter: *I was stalking a prize bird a few nights back when I overheard some men whispering in the forest. I couldn't make out the entire conversation, but I remember they mentioned climbing Sohm Al. Sounded like they were in a hurry to get their cargo up there, whatever it was. But who in their right minds would risk the dragons' ire by setting foot on their holy mountain?*

If the adventurers ask any of the local NPCs how to get to Sohm Al, they learn that the path to the mountain lies beyond Anyx Trine—a trio of crumbling towers within which dragons roost.

Tailfeather

Before departing, the party can purchase items with a shop tier of average from the merchants in Tailfeather. They can also buy Sohm Al Tarts and bowls of Emerald Soup for one point of fortune each.

Sohm Al Tart — *Primary, Meal*
Target: Self
Base Effect: Grants **Revivify (2)** to the user. This effect is removed when the user sleeps for a full cycle or at the end of the next encounter.

Emerald Soup — *Primary, Meal*
Target: Self
Base Effect: During the next encounter, the user recovers an additional 1 MP at the end of the first round's [Adventurer Step]. This effect is removed when the user sleeps for a full cycle or at the end of the next encounter.

Tailfeather: *Founded by hunters who came to the frontiers in hopes of snaring the wild chocobos of the forest, this settlement and those who call it home are shielded from the eyes of the dragons by the canopy of the majestic cedarwood trees that rise high above it.*
-Encyclopædia Eorzea ~The World of Final Fantasy XIV~

Anyx Trine

When the party approaches Anyx Trine, they are intercepted by Vidofnir, one of the dragons inhabiting the ancient towers. Read the following passage aloud for the other players:

You step from the shelter of the Chocobo Forest's canopy into the open air of the Dravanian forelands, passing a number of ruins as you wend your way west.

The dirt path gives way to a weathered stone road as Anyx Trine comes into view. But when you approach the trio of spires, a winged shadow falls over your group. Looking up, you see a large white dragon hovering in the air above you. The dragon speaks, and while you cannot comprehend the words, their meaning is projected directly into your minds.

Vidofnir: *I know thee not, mortals. I am Vidofnir. What bringeth you to our abode?*

At this point, allow the adventurers to explain their purpose in coming to Anyx Trine.

If the party asks permission to climb Sohm Al, read the following passage aloud for the other players:

Vidofnir: *My sire desireth no part of this conflict, and I abide by his will. We strive for naught but peace; neither thee nor those thou callest heretic will find succor here... But I shall not impede thine ascent of Sohm Al.*

Beyond Anyx Trine lieth Mount. Seek there Halo, the ancient altar from whence you may gain ingress unto our sacred mount.

If the adventurers ask Vidofnir if she knows anything about the heretics they seek, she reveals that a group of mortals with a laden wagon recently traveled to Sohm Al, escorted by dragons belonging to Nidhogg's Horde.

Vidofnir

Asking Vidofnir for Aid

Vidofnir has no desire to become entangled in the Dragonsong War. She, nor any of the dragons who reside at Anyx Trine, will agree to help the party in their quest.

- **Vidofnir:** *Sired by the great wyrm Hraesvelgr, Vidofnir dwells in the abandoned halls of the once prosperous Anyx Trine. She is one of few who remembers the era when man and dragon joined their hands in peace, and is revered as an elder by the others of their brood.*
- **Anyx Trine:** *Three towers unique in that they appear to have been built to house both man and dragon, an architectural oddity which would seem to corroborate the Holy See's position that they were erected by heretic witches for themselves and their dragon consorts.*
-Encyclopædia Eorzea ~The World of Final Fantasy XIV~

Sohm Al - Greenlinn

When the adventurers enter Sohm Al, read the following passage aloud for the other players:

> You venture into the sweltering, crystallized caves of Mourn and, after locating the altar Vidufnir spoke of, ascend to the floating mountain of Sohm Al.
>
> A winding trail leads up the mountain's rocky slope, passing thorny trees and crystal outcroppings before terminating at the mouth of a cave. There, barring your path, you spy two massive caterpillars gnawing busily upon a patch of tall, budlike plants intermittently releasing clouds of poisonous pollen. Enraged at your interruption of their feast, the pair of very hungry vilekin rear up and attack!

Preparing the Encounter

Enemy Turn Order: 1. Drakespur x4 (D)
2. Overgrown Eruca x2 (E)

For all encounters in this scenario, allow the players to choose their positions after you have placed the enemies on the encounter map.

Drakespur

Enemy Tactics

Round 1

Drakespur: Attack using **Combo (Coryza → Pollen Cluster)**.

- **Coryza:** Target the nearest adventurer not already suffering from a **DOT**. If a tank has **Enmity** on this character, target the tank instead.
- **Pollen Cluster:** Place the marker on this character.

Overgrown Eruca: If this character has more than 99 HP, attack using **Poison Breath Combo (Slam → Poison Breath)**.

- **Slam:** Target the most distant adventurer. If a tank has **Enmity** on this character, target the tank instead. Use the movement effect to move the target closer to a drakespur.
- **Poison Breath:** Place the marker to include the nearest adventurer and as many other adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

If this character has less than 100 HP and can use a standard movement action to get within 1 square of a drakespur, attack using **Noxious Emission Combo (Devour → Noxious Emission → Slam)**.

- **Devour:** Target the nearest drakespur.
- **Noxious Emission:** Place the marker on the encounter map.
- **Slam:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.

If this character has less than 100 HP and cannot use a standard movement action to get within 1 square of a drakespur, attack using **Crawler Rush Combo (Crawler Rush → Poison Breath)**.

- **Crawler Rush:** Attempt to hit as many adventurers as possible, regardless of whether a tank has **Enmity** on this character.
- **Poison Breath:** Same as above.

On all subsequent rounds, enemies will repeat the tactics outlined for round 1.

Encounter Data

Drakespur — Mob

Size: Medium (1x1) - Seedkin | Vigilance: 10
Defense: 13 | Magic Defense: 15
Max HP: 40 | Speed: 0 squares

STR	DEX	VIT	INT	MND
+2	+0	+4	-2	+0

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Coryza**, then use **Pollen Cluster**.

Coryza — *Primary, Physical, Earth-Aspected*
Target: Single **Range:** 10 squares
Base Effect: Inflicts a **DOT (5)** on the target if they are not already suffering from a **DOT**.

Pollen Cluster — *Primary, Stationary Marker, Magic, Earth-Aspected*
Origin: 1 square occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5 damage, removes **DOTs** inflicted by **Coryza**, and inflicts a **DOT (10)** on all targets.

Overgrown Eruca — Champion

Size: Large (2x2) - Vilekin | Vigilance: 10
Defense: 16 | Magic Defense: 13
Max HP: 200 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+0	+4	-2	+0

Abilities

Poison Breath Combo — *Primary, Unique*
Base Effect: Attack using **Slam**, then use **Poison Breath**.

Slam — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 10 damage and forces the target to move up to 3 squares, as determined by the GM.
Direct Hit: Deals an additional 3d6 damage.

AOE Poison Breath
Primary, Stationary Marker, Magic, Earth-Aspected, Invoked
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 10 damage and inflicts a **DOT (10)** on all targets.

Noxious Emission Combo — *Primary, Unique*
Base Effect: Use **Devour**, then attack using **Noxious Emission**, followed by **Slam**.

Devour — *Secondary*
Base Effect: Removes an adjacent drakespur from the encounter map, then restores 20 HP.

The first time this character uses **Devour**, read the following cutscene aloud for the other players:

> The overgrown eruca tears the drakespur from the soil, gnashing mandibles guiding the poisonous plant down its gullet. Within moments, the vilekin begins to bloat, patches of its hide turning a sickly mottled hue. A noxious purple miasma wafts forth as the creature opens its mouth, preparing to release a potent wave of poison!

AOE Noxious Emission
Primary, Stationary Marker, Magic, Earth-Aspected, Invoked
Marker Area: The entire encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 10 damage and inflicts a **DOT (10)** on all targets.

Crawler Rush Combo — *Primary, Unique*
Base Effect: Attack using **Crawler Rush**, then use **Poison Breath**.

Crawler Rush — *Primary, Physical*
Base Effect: Move 5 squares in a straight line, only stopping upon hitting the edge of the encounter map or an obstacle. All enemies in a square this character moves through must make a VIT check with a CR of 15. Any character who fails this check takes 10 damage and is knocked **Prone**.

Ending the Encounter

The encounter ends when both overgrown erucas have been reduced to 0 HP. Read the following cutscene aloud for the other players:

> Despite the ferocity of the local flora and fauna, you prevail over the pair of corpulent caterpillars. Having cleared the way forward, you pass through the cave mouth into the Veins to continue your ascent.
>
> Meanwhile, deep within Sohm Al...
>
> In the center of an ancient stone ruin—a vestige of the age in which man and dragon lived in harmony—a great and terrible wyrm lies unmoving, wings nestled against his flanks in a deep and wakeless slumber.
>
> A cadre of hooded heretics stands before the mighty beast, surrounded by stacks of wooden crates. Their leader lifts the lid from a nearby crate and withdraws a handful of glass vials filled with red liquid. One by one, the Elezen unstops the vials and tips their sanguine contents onto the stone floor.
>
> **Heretic Leader:** *Arise, mighty Tatzelwurm! Partake of this offering and awaken from your long slumber!*
>
> As if in response to the heretic's command, the pooled dragon blood begins to boil. The crimson cloud flows into the dragon's body, which in turn starts glowing a fiery red.
>
> **Heretic Leader:** *The invocation works... Bring me more blood, quickly! The time of awakening is nigh!*

Overgrown Eruca

Sohm Al - The Red & Blue Crypts

When the party ventures into the Veins, read the following passage aloud for the other players:

Before long, the cave opens into a vast chamber dyed red by the light of the massive glowing crystals jutting from the walls and hanging from the ceiling. No sooner have you set foot inside, however, than a pair of winged dragons descends from above, snarling with fury at your presence upon their sacred mountain.

Without warning, the blue dragon flies off, breathing out a freezing cloud that coats the path leading deeper into the Veins with slippery ice. Moments later, the red dragon begins hurling balls of flame at the ceiling, dislodging chunks of stone that tumble down to impede your path. Some of these boulders crack or shatter upon impact, but many more yet stand in your way.

Seemingly satisfied at having transformed the Veins into a labyrinth, the red dragon wings away, leaving you to contend with this new maze of ice and stone.

The Maze of Ice

Before beginning this mini-game, explain its rules to the other players.

This mini-game is not considered to be an encounter.

Mini-Game Objective

In this mini-game, the players' objective is to guide their characters to the maze's exit as quickly as possible.

Preparing the Mini-Game

Have the players choose their positions on the map and determine their turn order.

Companions do not participate in this mini-game.

During this mini-game, the adventurers may change their turn order at the start of each new round.

Mini-Game Rounds

This mini-game takes place over a series of rounds. Every round, each adventurer participating in the mini-game takes a turn, following the turn order. If the adventurers haven't reached the exit after they have all taken a turn, the current round ends, and a new one begins.

Mini-Game Actions

Each adventurer may perform one of the following actions during their turn. Until the mini-game ends, characters may not use abilities or perform any actions—including standard movement actions—other than those listed below.

- **Slide**
  Move 5 squares in a straight line. If the adventurer hits a wall or another character before moving 5 squares, they end their movement in the square before the character or obstacle. Characters may not move diagonally while performing this action.

- **Destroy a Cracked Wall**
  Make a check with a CR of 10 to destroy a cracked wall in an adjacent square using a primary attribute of the player's choosing.

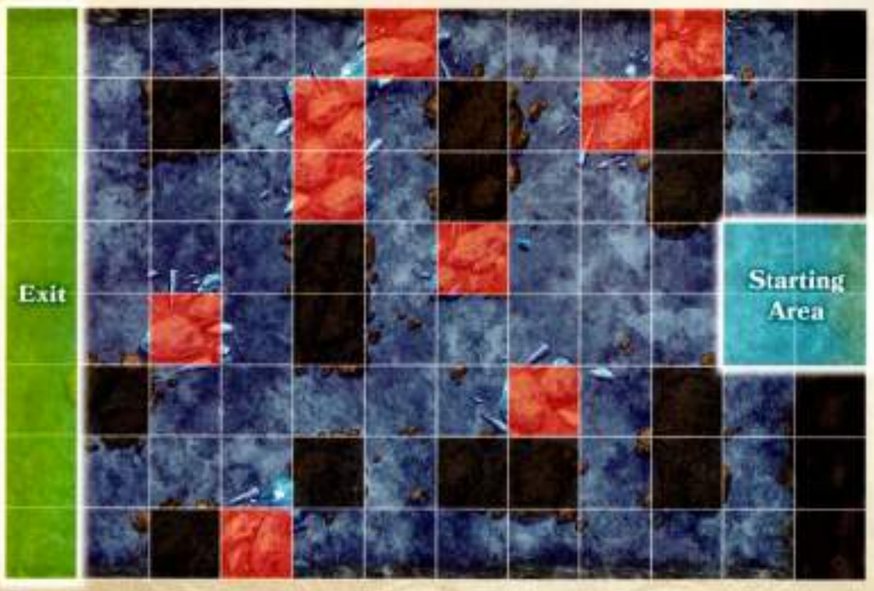
  If the adventurer succeeds on this check, remove the cracked wall from the map. Describe how this is accomplished based upon the chosen attribute; for example, if the adventurer made a STR check, they might smash through the wall using brute strength, whereas an adventurer who succeeded on an INT check might instead cast a spell to reduce the wall to a pile of smoking rubble.

- **Wait**
  The adventurer ends their turn without doing anything.

Completing the Mini-Game

The mini-game ends when all of the adventurers have reached the exit.

Keep track of the number of rounds it took the party to complete this mini-game, as it will affect the scenario's final encounter.



Cracked Wall

Sohm Al - The Wound

Having escaped the maze of ice, you press onwards to the Wound—a circular stone arena at the heart of the Veins. There, blocking the narrow passage leading to the mountain's summit, stands a hastily erected barricade made of crates and what appears to be pieces of a wagon, among other debris.

Before you can set to work dismantling it, however, the blue and red dragons return. The winged wyrms land heavily on the ground between you and the barricade, jaws snapping in anticipation of battle.

If you smash through the barricade, you can make a break for the passage leading out of the Veins and escape the dragons. Of course, once the dragons have been defeated, you will have little trouble surmounting the barricade at your leisure. As you consider your options, you stride forward, ready to overcome this new challenge!

Battle at the Wound

At this point, the adventurers begin an encounter where they battle a cryodragon and pyrodragon while attempting to destroy the barricade. Be aware that this encounter is unique, and will end when the barricade is reduced to 0 HP or when both of the dragons are reduced to 0 HP, whichever comes first.

Preparing the Encounter

Enemy Turn Order: 1. Pyrodragon x1 (P)
2. Cryodragon x1 (C)
3. Barricade x1

Special Squares

▲ **Debris:** Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying characters. Debris is considered to be difficult terrain (see page 53).

If one of these squares is included in **Fireball**, **Iceball**, or **Tramontane**'s marker area, the debris is removed from the encounter map when the marker is resolved.

Enemy Tactics

Round 1

Pyrodragon: Attack using **Combo (Rake → Rake → Fireball)**.

- **Rake:** Target the most distant adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Fireball:** Place the markers on two DPS, regardless of whether a tank has **Enmity** on this character.

Cryodragon: Attack using **Combo (Rime Wreath → Iceball)**.

- **Rime Wreath:** Target all adventurers on the encounter map.
- **Iceball:** Place the markers on the tank and the healer.

Round 2

Pyrodragon: Same as round 1.

Cryodragon: Attack using **Combo (Rime Wreath → Tramontane** or **Iceball)**.

- **Rime Wreath:** Target all adventurers on the encounter map.
- **Tramontane:** Place the markers on the ice boulders. If no ice boulders are present on the encounter map, use **Iceball** instead.
- **Iceball:** Place the markers on the tank and the healer.

On all subsequent rounds, enemies will alternate between the tactics outlined for rounds 1 and 2.

Encounter Data

Pyrodragon — Solo

Size: Huge (3x3) - Dragon | **Vigilance:** 14
Defense: 15 | **Magic Defense:** 14
Max HP: 200 | **Speed:** 5 squares (flying)

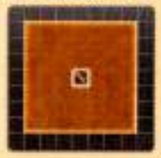
STR	DEX	VIT	INT	MND
+6	+0	+3	+2	+4

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Rake**, then use **Fireball**.

Rake — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's Defense
Base Effect: Deals 10 damage to the target.
Direct Hit: Deals an additional 3d6 damage and inflicts a **DOT (10)**.

NW Fireball
Primary, Stationary Marker, Magic, Fire-Aspected, Invoked
Origin: 2 squares, each occupied by 1 DPS
Marker Area: Two stationary 7x7 areas, one centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.



Barricade

Size: Special (2x6)
Defense: 0 | **Magic Defense:** 0
Max HP: 380 | **Speed:** Immobile

Traits

Breakable Object
This character cannot perform any actions on their turn, including standard movement actions, and can take damage from the pyrodragon and cryodragon's abilities and markers. Flying characters may move through squares occupied by this character. Resolve any **DOTs** afflicting this character during the [End of Round Step].

Cryodragon — Solo

Size: Huge (3x3) - Dragon | **Vigilance:** 14
Defense: 15 | **Magic Defense:** 14
Max HP: 200 | **Speed:** 5 squares (flying)

STR	DEX	VIT	INT	MND
+5	+0	+3	+2	+4

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Rime Wreath**, then use either **Iceball** or **Tramontane**.

Rime Wreath — *Primary, Magic, Ice-Aspected*
Target: All enemies within range **Range:** The entire encounter map
Check: MND + 2 (d20 + 6) **CR:** Target's Magic Defense
Base Effect: Deals 6 damage to all targets.
Direct Hit: Deals an additional 2d6 damage and inflicts **Slow**.

Iceball — *Primary, Mobile Marker, Magic, Ice-Aspected*
Condition: No ice boulders are present on the encounter map
Origin: 1 tank and 1 healer
Marker Area: Two mobile 3x3 areas, one centered on each origin and that move with their origins
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and creates an ice boulder in 1 square occupied by each target.

Tramontane — *Primary, Stationary Marker, Magic, Ice-Aspected*
Condition: At least one ice boulder is present on the encounter map
Origin: All squares occupied by an ice boulder
Marker Area: One stationary 5x5 area centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 7d6 damage to all targets and removes all ice boulders from the encounter map.

Pyrodragon

Ending the Encounter

The encounter ends when either the barricade or both the pyrodragon and the cryodragon have been reduced to 0 HP.

Keep track of the number of rounds it took the party to complete this encounter, as it will affect the scenario's final encounter.

If the dragons were reduced to 0 HP, read the following passage aloud for the other players:

> With the dragons defeated, you climb over the barricade to resume your pursuit of the heretics as you advance into Betrayal.

If the barricade was reduced to 0 HP, read the following passage aloud for the other players instead:

> You punch a hole in the barricade and, moving as one, race for the passage leading into Betrayal. Unable to follow you through the narrow cleft, the dragons take wing with an impotent roar, leaving you free to resume your pursuit of the heretics.

Investigating the Barricade
If the party investigates the broken barricade, they discover that it was mostly constructed from parts of a dismantled wagon combined with wooden crates containing empty bottles, threadbare robes, and commonplace stones. They do not find anything of value amongst the debris.

Sohm Al - Betrayal

As the party moves into Betrayal, the heretics' ploy to revive Tatzelwurm grows ever closer to completion. The following cutscene changes depending on the total number of rounds taken to complete the ice maze mini-game and the encounter with the dragons.

Total of 11 Rounds or More

If the party took a total of 11 rounds or more to complete the mini-game and encounter, read the following cutscene aloud for the other players:

> Meanwhile, deep within Sohm Al...
>
> A group of heretics stands before the slumbering Tatzelwurm, watching as their leader pours out another flask of dragon blood. Its power flows into the motionless wyrm until, with a blinding flash of aether, the dragon's eyes snap open.
>
> **Heretic Leader:** *Behold—Tatzelwurm has awoken! At long last, we will have our revenge upon the deluded, self-righteous masses of Ishgard!*
>
> As the heretic leader's laughter echoes throughout the cavernous chamber, Tatzelwurm spreads his wings and roars.

Cryodragon

Total of 10 Rounds or Less

If the party took a total of 10 rounds or less to complete the mini-game and encounter, read the following cutscene aloud for the other players:

Meanwhile, deep within Solnn Al..

A group of heretics stands before the slumbering Tatzelwurm, watching as their leader pours out another flask of dragon blood. Just then, a lookout races into the chamber from the passage leading out to Betrayal.

Heretic: *We have company! A party of adventurers has made it past the barricade and is headed this way!*

The heretic leader's face twists with fury at his underling's report.

Heretic Leader: *Hells take those meddling interlopers! Tatzelwurm yet requires more dragon blood to regain his former might... Though perhaps that is of little concern. So long as we can rouse him, a few lousy adventurers will not be able to stand in our way!*

No sooner does he finish speaking than comes a blinding flash of aether as the dragon's eyes snap open. Slowly, as if testing the limits of his strength, Tatzelwurm spreads his wings and roars.

During phase 1 and 2 of this encounter, Tatzelwurm is located outside of the encounter map. He cannot be affected by abilities, items, traits, or any other effects.

A Dragon Reborn

When the adventurers arrive at Hess Afah, read the following cutscene aloud for the other players:

After ascending Betrayal—the craggy pass leading from the Veins to the peak of Solnn Al—you arrive at the circular stone ruin known as Hess Afah. High atop the dragons' sacred mountain, the eternal vigil offers an all-encompassing view of the sheer cliffs surrounding the lofty vantage.

Surveying the nearby cliffs, you notice several sturdy ropes dangling over the western precipice leading to the entrance of a mostly collapsed ruin far below. It would appear that the heretics you are pursuing came this way not long ago.

Cautiously, you descend the ropes and venture into the lightless ruin. Voices echo from deep within, though they are too faint to make out what they are saying. Soon, the passage opens into a spacious stone hall, and there, in the center of the chamber, are the heretics you seek—accompanied by a massive dragon!

As you experienced during your encounter with Vidofnir, the dragon's voice reverberates in your mind. Unlike Vidofnir, however, this dragon's words drip with a vicious malice that nearly overwhelms you.

Dragon: *Wretched mortals... I have heard the song of my sire's death at the hands of thy kin. Yet Nidhogg's hatred smoldereth still within mine breast. I shall finish what he hath began!*

Thou wilt be but the first to perish by my flames—for I shall not rest until I have cleansed this star of mankind! Servants, to me!

Tatzelwurm launches himself into the air and begins to draw in aether. The heretics, eager to please their new master, drink down vials of dragon blood, transforming into dragons themselves!

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Rampaging Diresaur x1 (D)
2. Rampaging Aevis x4 (A)
3. Tatzelwurm x1

At this point in the scenario, the adventurers can use their limit breaks. Make sure to inform the players of this now.

Enemy Tactics

Round 1

Rampaging Diresaur: Use **Draconic Bearing**, then attack using **Combo (Ripper Claw → Medial Cauterize)**.

- **Ripper Claw:** Attempt to hit as many adventurers as possible. If a tank has **Enmity** on this character, attempt to hit the tank and as many other adventurers as possible instead.
- **Medial Cauterize:** Place the marker on the encounter map.

Rampaging Aevis: Attack the nearest non-tank adventurer using **Wing Attack**. If a tank has **Enmity** on this character, target the tank instead. Use the direct hit's movement effect to move the target into **Medial Cauterize**'s marker.

Tatzelwurm: Attack using **Aether Drain (Aetheric Implosion → Ready Abyssal Inferno)**.

- **Aetheric Implosion:** Place the marker on a random adventurer, regardless of whether a tank has **Enmity** on this character. Whenever possible, place the marker on an adventurer that wasn't chosen as the origin for this ability in the previous round.
- **Ready Abyssal Inferno:** Resolve the base effect.

After resolving **Aether Drain**, attack using **Abyssal Inferno** if **Ready Abyssal Inferno** has been resolved four times during this phase.

Round 2

Rampaging Diresaur: Use **Draconic Bearing**, then attack using **Combo (Ripper Claw → Lateral Cauterize)**.

- **Ripper Claw:** Attempt to hit as many adventurers as possible. If a tank has **Enmity** on this character, attempt to hit the tank and as many other adventurers as possible instead.
- **Lateral Cauterize:** Place the markers on the encounter map.

Rampaging Aevis: Attack the nearest non-tank adventurer using **Wing Attack**. If a tank has **Enmity** on this character, target the tank instead. Use the direct hit's movement effect to move the target into one of **Lateral Cauterize**'s markers.

Tatzelwurm: Same as round 1.

On all subsequent rounds, enemies will alternate between the tactics outlined for rounds 1 and 2.

Encounter Data

Rampaging Diresaur (Phase 1) — Solo

Size: Large (2x2) - Dragon | Vigilance: 11
Defense: 14 | Magic Defense: 14
Max HP: 220 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+1	+4	+5	+1

Traits

Elite Foe: Zealot
This character cannot be **Stunned**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

Abilities

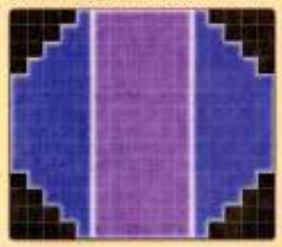
Draconic Bearing — *Instant, Magic*
Trigger: When this character begins their turn
Base Effect: Choose and resolve one of the following effects.
- Grant this character one advantage die on a single ability check they make this turn.
- Target all enemies adjacent to this character, then deal 7 damage to all targets.
- Lose 5 HP to remove a single enfeeblement from this character. Some enfeeblements, such as **Enmity**, cannot be removed by this effect.
- Move an enemy within 10 squares of this character up to 2 squares, as determined by the GM.

Combo — *Primary, Unique*
Base Effect: Attack using **Ripper Claw**, then use either **Medial Cauterize** or **Lateral Cauterize**.

Ripper Claw — *Primary, Physical*
Target: All enemies within range
Range: A 5x4 area whose longest side is adjacent to this character
Check: STR (d20 + 6) **CR:** Target's Defense
Base Effect: Deals 10 damage to all targets.
Direct Hit: Deals an additional 4d6 damage.

NOW Medial Cauterize — *Primary, Stationary Marker, Magic, Fire-Aspected, Invoked*
Marker Area: A stationary 6x∞ area extending in a straight line through the center of the encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.

NOW Lateral Cauterize — *Primary, Stationary Marker, Magic, Fire-Aspected, Invoked*
Marker Area: Two stationary 5x∞ areas extending in straight lines along both edges of the encounter map
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.



Rampaging Diresaur

Tatzelwurm (Phase 1)

Size: Colossal (4x4) - Dragon | Vigilance: 14
Defense: 17 | Magic Defense: 17
Max HP: ∞ | Speed: Immobile

STR	DEX	VIT	INT	MND
+7	+0	+5	+7	+4

Traits

Unreachable
This character cannot be affected by abilities, items, traits, or any other effects.

Abilities

Aether Drain *Primary, Unique*
Base Effect: Attack using **Aetheric Implosion**, then use **Ready Abyssal Inferno**.

NM Aetheric Implosion *Primary, Mobile Marker, Magic, Invoked*
Origin: 1 enemy
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 10d6 damage divided evenly (rounded up) amongst all targets.

Ready Abyssal Inferno *Primary, Unique*
Base Effect: Readies **Abyssal Inferno**. Tatzelwurm's throat begins to glow red the first time this ability is used, yellow the second time, blue the third time, and white the fourth time.

Abyssal Inferno *Instant, Magic, Fire-Aspected*
Trigger: Immediately after **Ready Abyssal Inferno** is resolved for the fourth time or when all other enemies are reduced to 0 HP
Target: All enemies within range
Range: The entire encounter map
Base Effect: Deals damage to all targets based on the color of Tatzelwurm's throat. Targets that would be reduced to 0 HP by this damage are instead reduced to 1 HP.
Red: 3d6 + 5 damage
Yellow: 4d6 + 5 damage
Blue: 6d6 + 5 damage
White: Reduces all targets to 1 HP

Rampaging Aevis (Phase 1) — Menace

Size: Large (2x2) - Dragon | Vigilance: 11
Defense: 14 | Magic Defense: 14
Max HP: 50 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+1	+4	+5	+1

Traits

Pack Hunter
This character receives one advantage die on **Wing Attack's** ability check when targeting an enemy adjacent to another rampaging aevis.

Abilities

Wing Attack *Primary, Physical*
Target: 2 characters **Range:** 2 squares
Check: STR (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 5 damage to all targets. If a target is adjacent to another rampaging aevis, deals 8 damage to that target instead.
Direct Hit: Deals an additional 4d6 damage and forces all targets to move up to 2 squares, as determined by the GM.

Encounter Mechanic: Towers

During this phase of the encounter, a silvery tower appears in each quarter of the encounter map. At the start of each round, three of the towers light up, indicating the locations from which Tatzelwurm is attempting to draw aether.

On their turns, adventurers can move onto a tower and use a primary action to activate it. If the party does this for all three of the glowing towers, and the adventurers who activated them remain within the towers until the end of the round, they can prevent Tatzelwurm from taking in aether.

The towers light up in the following order:
Round 1: Towers A, B, and C
Round 2: Towers B, C, and D
Round 3: Towers A, C, and D

Each time the party fails to activate all three towers, Tatzelwurm draws in aether, causing his throat to glow a different hue. At the start of phase 2, Tatzelwurm's throat is glowing red. It changes to yellow the first time the party fails to activate the towers, blue the second time, and white the third time.

Transitioning to Phase 2

The encounter transitions to its second phase once Tatzelwurm uses **Abyssal Inferno**. This occurs immediately after the ability is resolved. Before the second phase begins, remove any remaining rampaging diresaurs and rampaging aevis from the encounter map.

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Heretic x6 (H)
2. Tatzelwurm x1

Before beginning the second phase, explain its mechanics to the other players.

If another character is present in a heretic's starting square, place the heretic in the nearest unoccupied square instead.

Rampaging Aevis

Enemy Tactics

Round 1
Heretic: Attack the nearest adventurer standing on a tower using **Tackle**, regardless of whether a tank has **Enmity** on this character.

Tatzelwurm: Attack using **Comet**. Place the markers on locations A and D.

Round 2
Heretic: Same as round 1.

Tatzelwurm: Attack using **Comet**. Place the markers on locations B and C.

Round 3
Heretic: Same as round 1.

Tatzelwurm: Attack using **Abyssal Inferno**.

Encounter Data

Heretic (Phase 2) — Mob

Size: Medium (1x1) - Elezen | Vigilance: 12
Defense: 12 | Magic Defense: 12
Max HP: 20 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+4	+2	+2	+2	+4

Abilities

Tackle *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage. The target must make a DEX or VIT check with a CR of 10. Any character who fails this check is forced to move up to 1 square, as determined by the GM.

Tatzelwurm (Phase 2)

Size: Colossal (4x4) - Dragon | Vigilance: 14
Defense: 17 | Magic Defense: 17
Max HP: ∞ | Speed: Immobile

STR	DEX	VIT	INT	MND
+7	+0	+5	+7	+4

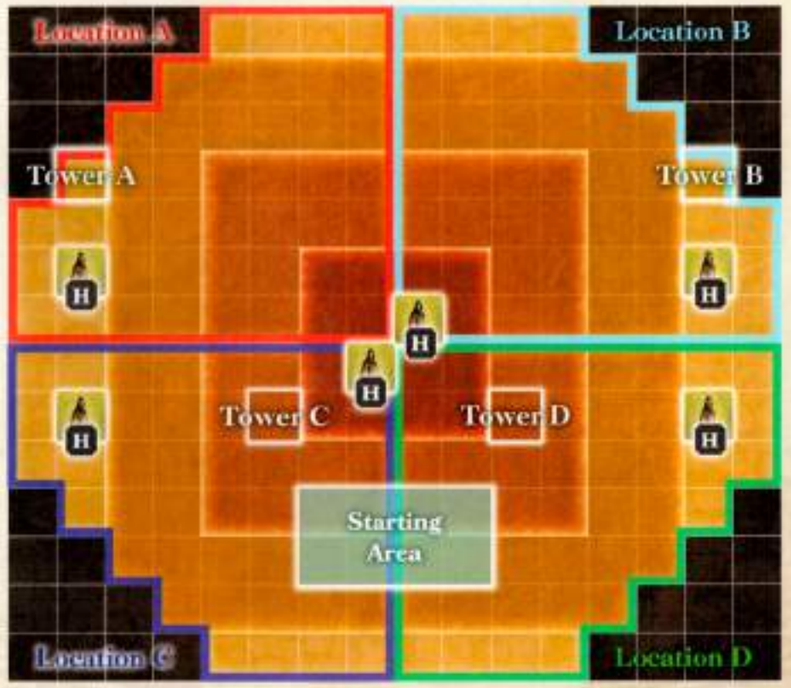
Traits

Unreachable
This character cannot be affected by abilities, items, traits, or any other effects.

Abilities

Comet *Primary, Stationary Marker, Physical*
Marker Area: Two stationary areas including locations A and D or B and C.
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals damage to all targets based on the color of the area in which they are standing. Damage begins at 10d6 and decreases by 10 as the color grows lighter (see diagram).

Abyssal Inferno *Primary, Magic, Fire-Aspected*
Target: All enemies within range
Range: The entire encounter map
Base Effect: Deals damage to all targets based on the color of Tatzelwurm's throat. Targets that would be reduced to 0 HP by this damage are instead reduced to 1 HP.
Red: 3d6 + 5 damage
Yellow: 4d6 + 5 damage
Blue: 6d6 + 5 damage
White: Reduces all targets to 1 HP
Limitation: Round 3 only



Transitioning to Phase 3

The encounter transitions to its third phase at the end of round 3. Before the third phase begins, remove any remaining heretics from the encounter map. When phase 3 begins, read the following passage aloud for the other players:

> Your draconic foe unleashes **Abyssal Inferno** once more, bathing the room in searing flame. When your vision returns, the heretics have been reduced to piles of charred ashes, and only Tatzelwurm remains. Enraged by your tenacity, the dragon descends from on high to confront you.
>
> **Tatzelwurm:** *Cease thy pathetic struggles, mortals! Trickery shall avail thee naught! Thine end is come; I will snuff out thy feeble lives myself!*

If the party took a total of 10 rounds or less to complete the mini-game and the encounter with the dragons, read the following passage aloud for the other players as well:

> Despite Tatzelwurm's undeniable might, you cannot help but notice the way the dragon bobs unsteadily in the air. When he speaks again, the wyrm assails you with a wave of loathing.
>
> **Tatzelwurm:** *Ngh... 'Tis clear I have yet to recover from my long slumber. But mayhap thy cries of anguish shall suffice to rouse mine languid heart!*

If the party completed the mini-game and encounter in exactly 10 rounds, reduce Tatzelwurm's **Defense** and **Magic Defense** by 1.

If the party completed the mini-game and encounter in 9 rounds or less, reduce Tatzelwurm's **Defense** and **Magic Defense** by 2.

Preparing the Encounter (Phase 3)

Enemy Turn Order: 1. Tatzelwurm x1 (T)

Enemy Tactics

Round 1

Tatzelwurm: Use **Greater Draconic Bearing**, choosing the damage reduction effect and one additional effect, then attack using **Abyssic Buster Combo (Deafening Bellow → Abyssic Buster)**.

- **Deafening Bellow:** Target all adventurers on the encounter map.
- **Abyssic Buster:** Place the marker on the tank.

Round 2

Tatzelwurm: Use **Greater Draconic Bearing**, then attack using **Chaos Blast Combo (Aetherial Blast → Chaos Blast)**.

- **Aetherial Blast:** Target the two most distant adventurers, regardless of whether a tank has **Enmity** on this character.
- **Chaos Blast:** Place the marker on the most distant adventurer, regardless of whether a tank has **Enmity** on this character.

Round 3

Tatzelwurm: Use **Greater Draconic Bearing**, then attack using **Comet Combo (Crushing Jaws → Crushing Jaws → Crushing Jaws → Comet)**.

- **Crushing Jaws:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Comet:** Place the markers on the three nearest non-tank adventurers, regardless of whether a tank has **Enmity** on this character.

On all subsequent rounds, enemies will alternate between the tactics outlined for rounds 1 and 3.

If a character is present in Tatzelwurm's starting squares, move that character to the nearest unoccupied square, as determined by the GM. They are then knocked **Prone**. The rules for repositioning characters are explained on page 161 of the Standard Rulebook.

Encounter Data

Tatzelwurm (Phase 3) — Boss

Size: Colossal (4x4) - Dragon | Vigilance: 14
Defense: 17 | Magic Defense: 17
Max HP: 620 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+7	+0	+6	+7	+4

Traits

Elite Foe: Legendary Wyrm
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, **Knocked Out**, and **Death**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

Abilities

Greater Draconic Bearing — *Instant, Magic*
Trigger: When this character begins their turn
Base Effect: Choose and resolve two of the following effects.
- Grant this character one advantage die on all ability checks they make this turn.
- Immediately move up to 3 squares.
- Target all enemies within 2 squares of this character, then deal 5 damage to all targets.
- Roll a d20. If the die lands on a 10 or higher, remove a single enfeeblement from this character. Some enfeeblements, such as **Enmity**, cannot be removed by this effect.
- Reduce the damage taken from *primary* abilities by 5 until the start of this character's next turn. This effect can only be used once.

Abyssic Buster Combo — *Primary, Unique*
Base Effect: Attack using **Deafening Bellow**, then use **Abyssic Buster**.

Deafening Bellow — *Primary, Magic*
Target: All enemies within range **Range:** The entire encounter map
Check: STR (d20 + 7) **CR:** Target's **Magic Defense**
Base Effect: Deals 15 damage to all targets.
Direct Hit: Deals an additional 3d6 damage.

Abyssic Buster — *Primary, Mobile Marker, Magic*
Origin: 1 tank
Marker Area: A mobile 7x7 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 25 damage and inflicts a **DOT (10)** on all targets.

Chaos Blast Combo — *Primary, Unique*
Base Effect: Attack using **Aetherial Blast**, then use **Chaos Blast**.

Aetherial Blast — *Primary, Magic*
Target: 2 characters **Range:** 10 squares
Check: INT (d20 + 7) **CR:** Target's **Magic Defense**
Base Effect: Deals 15 damage to all targets.
Direct Hit: Deals an additional 3d6 damage and inflicts **Aetherial Stagnation**.

Aetherial Stagnation
- An **Aetherially Stagnant** adventurer recovers 1 less MP at the end of the [Adventurer Step].
- **Aetherial Stagnation** is removed at the end of the **Aetherially Stagnant** character's next turn.

Chaos Blast — *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 + 5 damage to all targets.

Comet Combo — *Primary, Unique*
Base Effect: Attack three times using **Crushing Jaws**, then use **Comet**.

Crushing Jaws — *Primary, Physical*
Target: Single **Range:** 3 squares
Check: STR (d20 + 7) **CR:** Target's **Defense**
Base Effect: Deals 12 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

Comet — *Primary, Stationary Marker, Physical*
Origin: 3 squares, each occupied by 1 non-tank enemy
Marker Area: Three stationary 7x7 areas, one centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals damage to all targets based on their proximity to the origin. Damage begins at 7d6 + 5 and decreases by 1d6 for each square separating a target from the origin.

Ending the Encounter

The encounter ends when Tatzelwurm has been reduced to 0 HP. Read the following passage aloud for the other players:

> Tatzelwurm collapses with a *roar* of impotent fury.
>
> **Tatzelwurm:** *No! How could mere mortals quench the flames of my fury...*
>
> The dragon stills, his wings falling lifelessly atop his body. Against all odds, you have triumphed over the legendary Tatzelwurm and prevented the hateful wyrm from exacting revenge on Ishgard and all the peoples of Eorzea.

The Dragonslayers' Return

When the adventurers return to Ishgard to report their success to the Temple Knights, read the following cutscene aloud for the other players:

As you approach the Congregation of Our Knights Most Heavenly, a white-haired Elezen youth and a vaguely familiar adventurer exit the Temple Knights' headquarters and stride quickly away. Only after they have gone do you realize where you have seen the adventurer before—that was the famed champion of Eorzea, who you fought alongside on the Steps of Faith. Yet for reasons you know not, a great sorrow seemed to weigh heavy on the renowned adventurer's heart.

There is little time to dwell on this, however, as Lucia and Ser Aymeric beckon to you, eager to hear your report.

Aymeric: *Full glad am I to see you hale and whole, my friends. Pray tell me what you have discovered out in the Dravanian forelands.*

At this point, allow the adventurers to explain how they tracked the heretics to Sohm Al, scaled the treacherous mountain, and ultimately slew the reawakened Tatzelwurm. Once they have finished recounting their tale, read the following passage aloud for the other players:

Aymeric: *Haloo have mercy! You have done us a great service this day, though I fear present circumstances will not afford us an opportunity to celebrate your accomplishments.*

While you were away, a new threat has surfaced here in Ishgard. Upon learning the unsettling truth behind the Dragonsong War, I made at once for the Vault to confront Archbishop Thordan VII about the falsehoods he has perpetuated. Yet my every appeal to let truth prevail fell upon deaf ears, and I found myself charged for heresy. Though Lucia assembled a force of trusted allies to mount a rescue, the archbishop and his personal guard—the Heavens' Ward—slipped from our grasp and fled the city by airship.

After centuries of bloodshed in a war of our own making, the time has come to reexamine the very foundations of our society and rebuild anew. But we cannot do so alone. If we are to forge a new path for Ishgard's future, we will need to rely upon tried and true allies—allies such as yourselves. I would be truly grateful were you to assist us again as we set out to greet a brighter dawn.

If the adventurers agree to lend Aymeric their support, you may wish to look to the climax of Heavensward and its aftermath as inspiration for future adventures in Ishgard.

Before excusing himself, the lord commander rewards the adventurers with one point of fortune each. At the start of the next adventure, award each character an additional point of fortune.

Adventurers who have completed Scenario 1: The Defense of Ishgard, Scenario 2: The Blood of Dragons, and Scenario 3: Where Dragons Slumber earn the title "A Heretic's Worst Nightmare."

A Heretic's Worst Nightmare
Effect: Your heroics in defending the Holy See against the Horde has earned you the favor of Ishgard's populace. Receive one advantage die on checks to gain the cooperation of Ishgardian natives.

The Elezen Youth and the Familiar Adventurer
Players who have finished Final Fantasy XIV: Heavensward will likely recognize the Elezen youth to be Alphinaud Leveilleur, bosom companion of the Warrior of Light. As the Warrior of Light's appearance, race, gender, and job are not described in this scenario, you are free to customize them or gloss over them as you see fit.

Archbishop Thordan VII
While the party was chasing heretics and battling Tatzelwurm, Archbishop Thordan VII had his illegitimate son Ser Aymeric imprisoned on charges of treason after the latter brought to light the sordid origins of the Dragonsong War.

The Warrior of Light, Lucia, and their allies joined forces with the Hounds—a group of revolutionaries led by Hilda, the Mongrel—and launched an assault on the Vault to rescue the lord commander. Though they were successful, Lord Haurchefant was killed in the attempt, and the archbishop fled Ishgard along with the knights of the Heavens' Ward.

When the party encounters the Warrior of Light at the end of this scenario, the famed adventurer is about to set off for Azys Lla in pursuit of the archbishop. Depending on your plans for future adventures and the degree to which Aymeric and Lucia have come to trust the adventurers, you may have them reveal some or all of this information to the party.

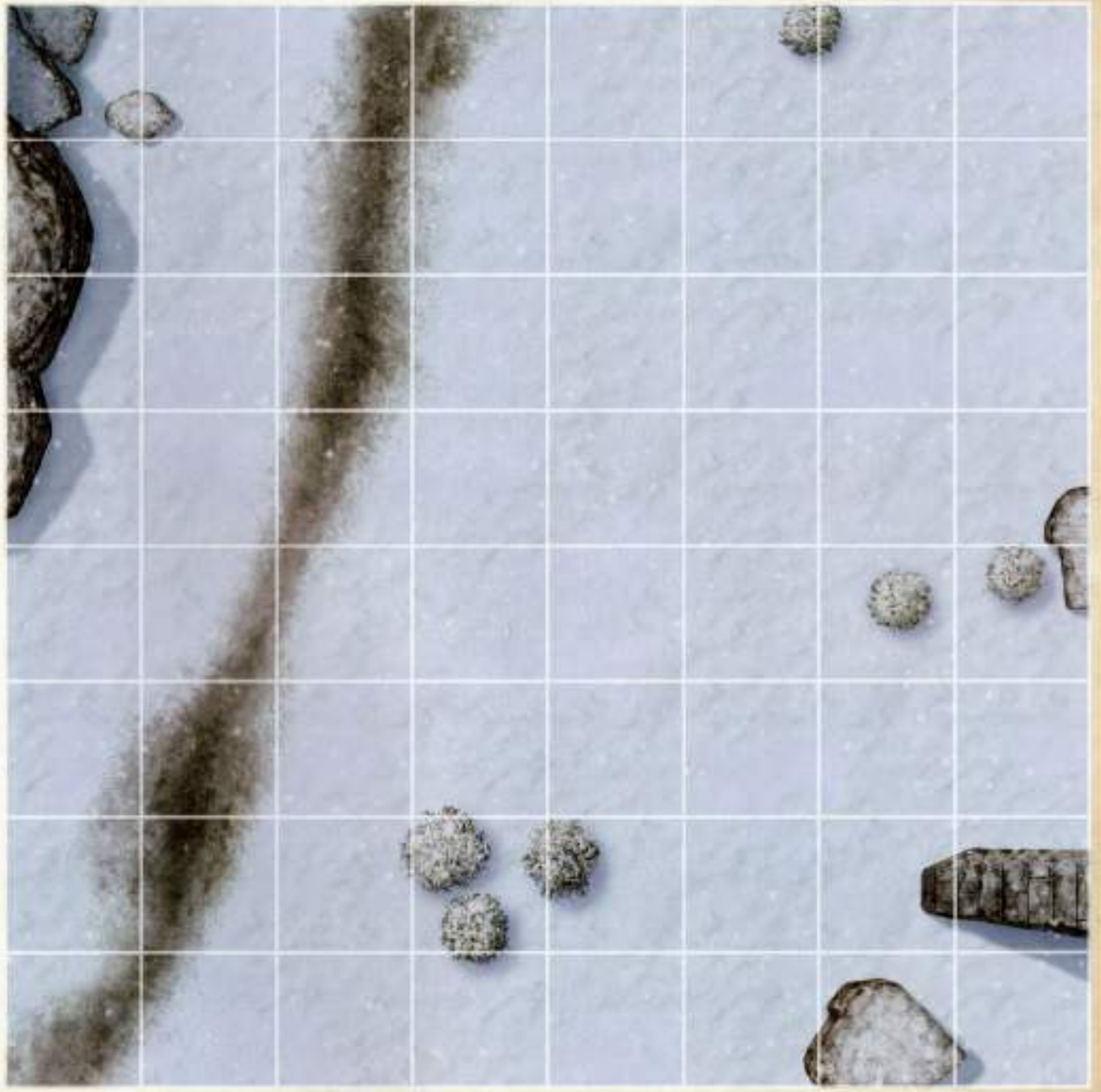
To Be Continued...

Tatzelwurm

Scenario Encounter Maps

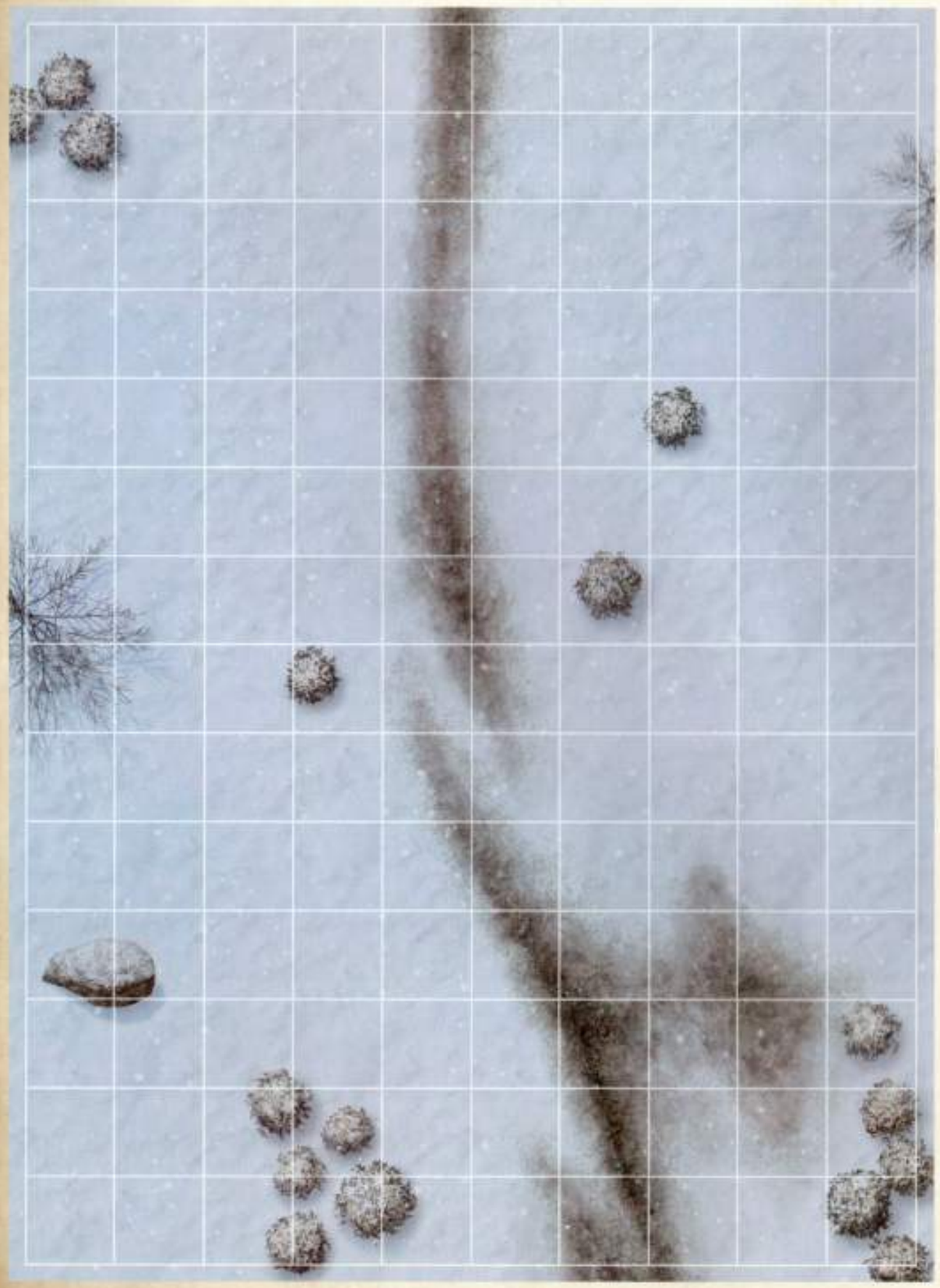
The following pages contain encounter maps you can copy for use in your game.

Lv. 50 Providence Point



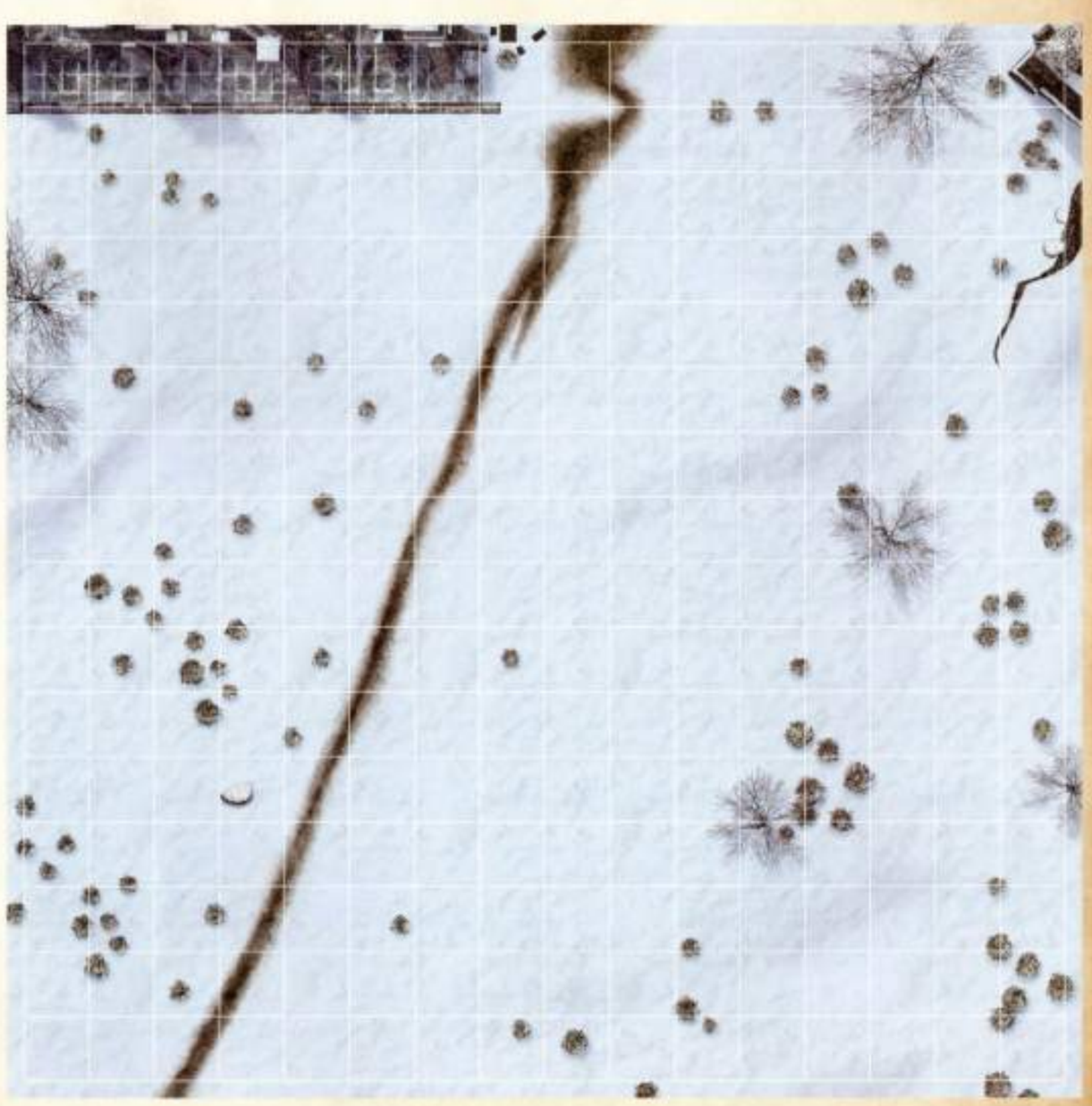
Copying this map at 114% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 50 A Weighty Burden



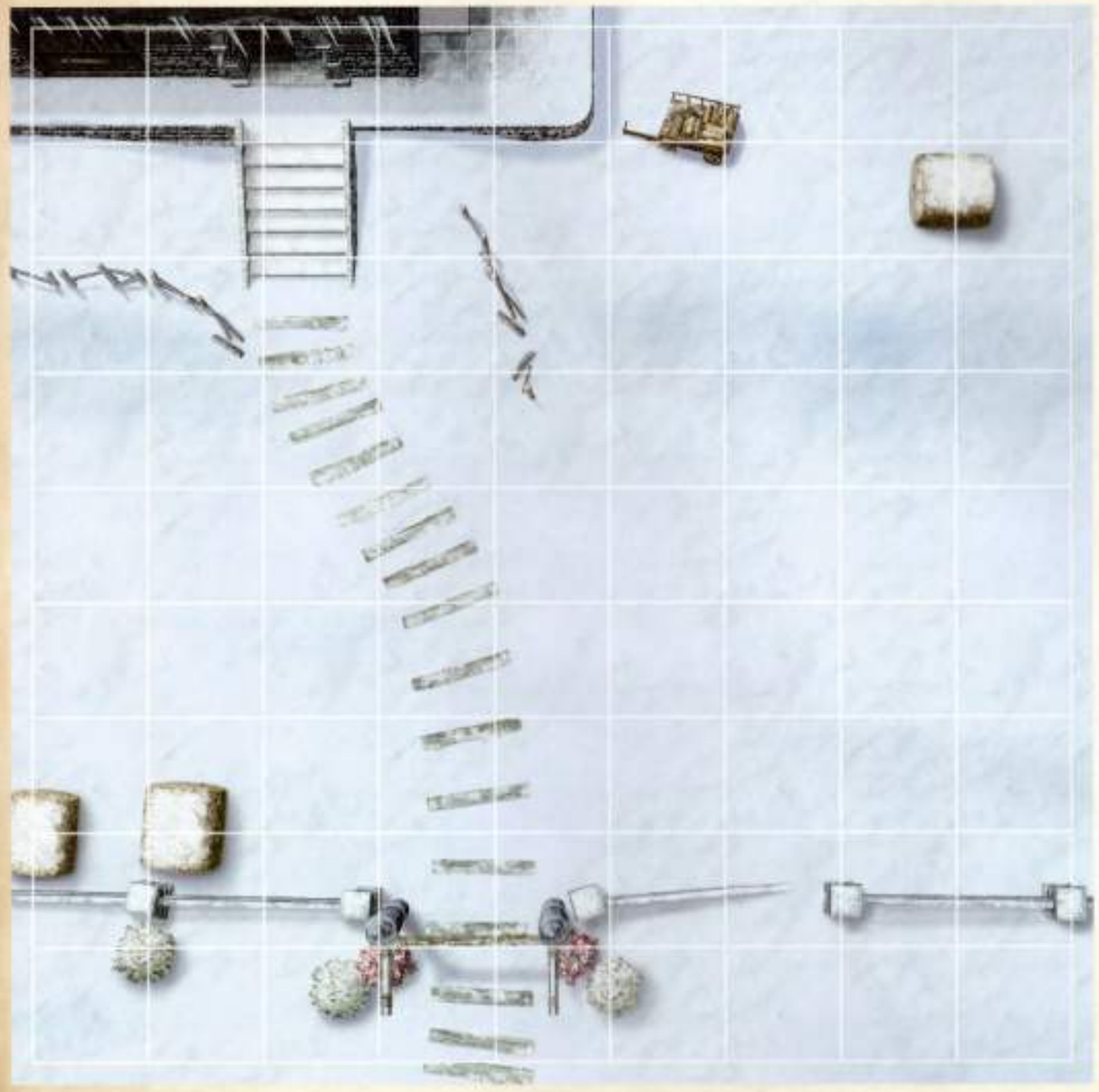
Copying this map at 145% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 50 Faith and Fury



Copying this map at 228% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 55 Gorgagne Holding



Copying this map at 130% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 55 Gorgagne Mills - 2nd Floor

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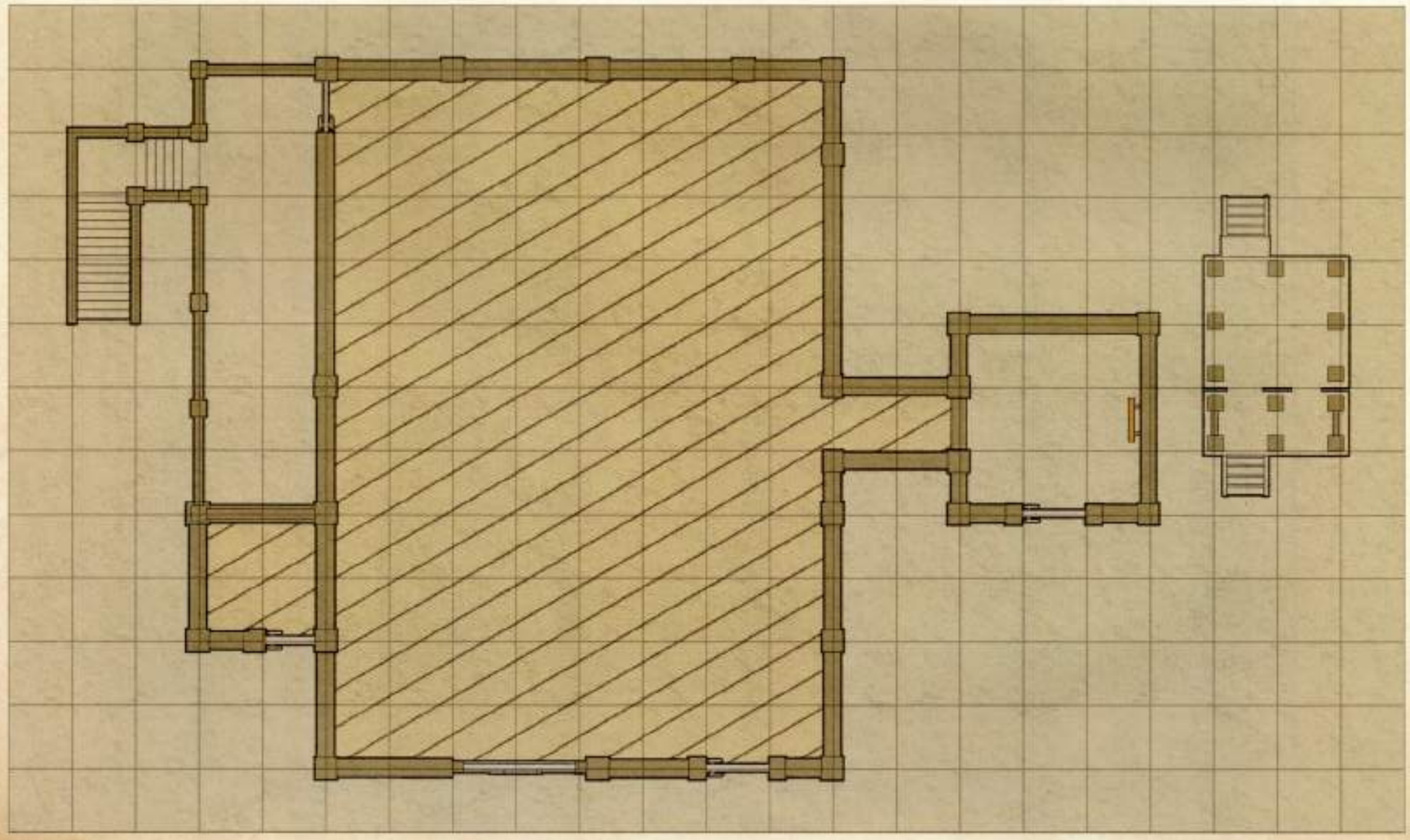
Lv. 55 Gorgagne Mills - Exterior & 1st Floor



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Lv. 55 Gorgagne Mills - Subcellar

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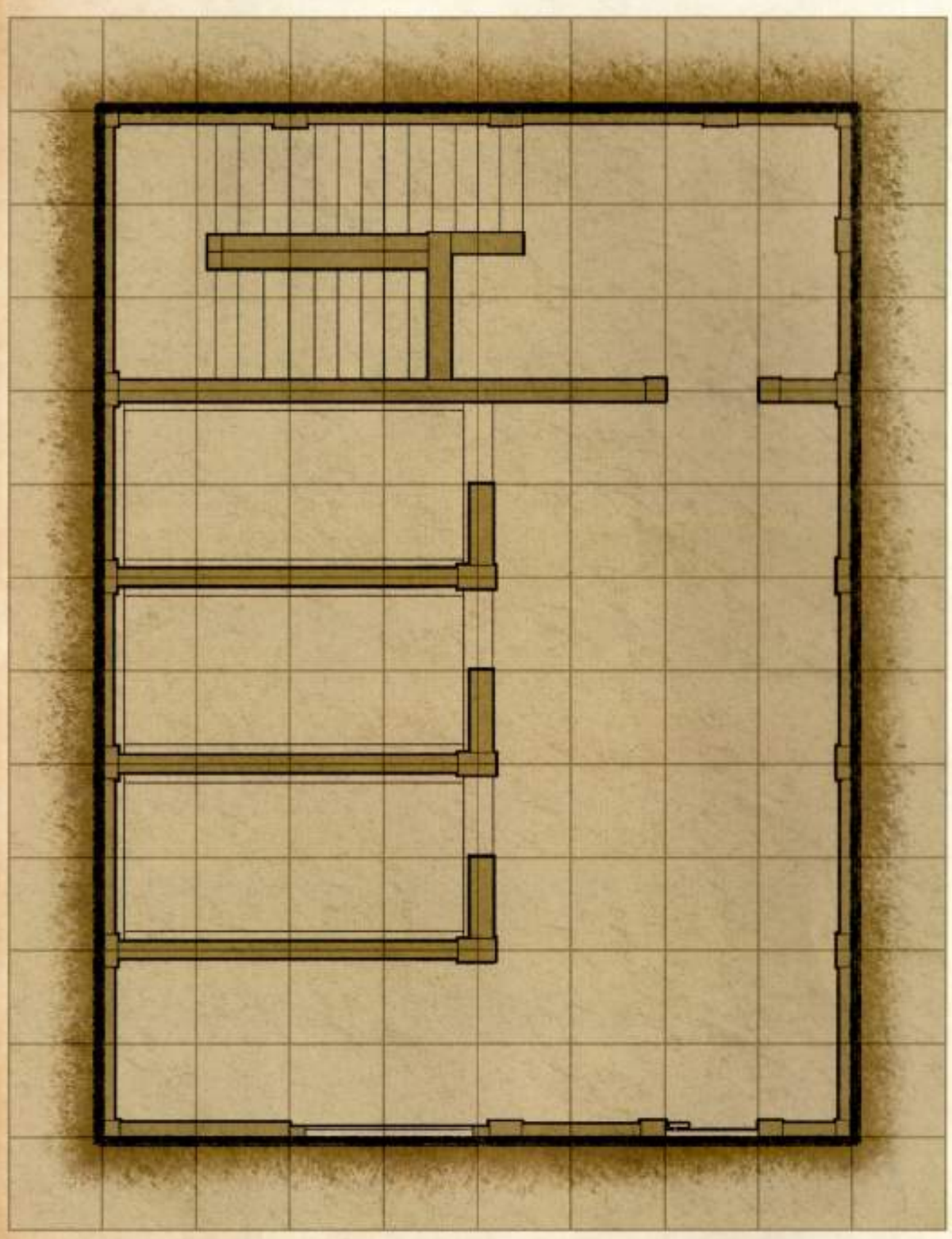
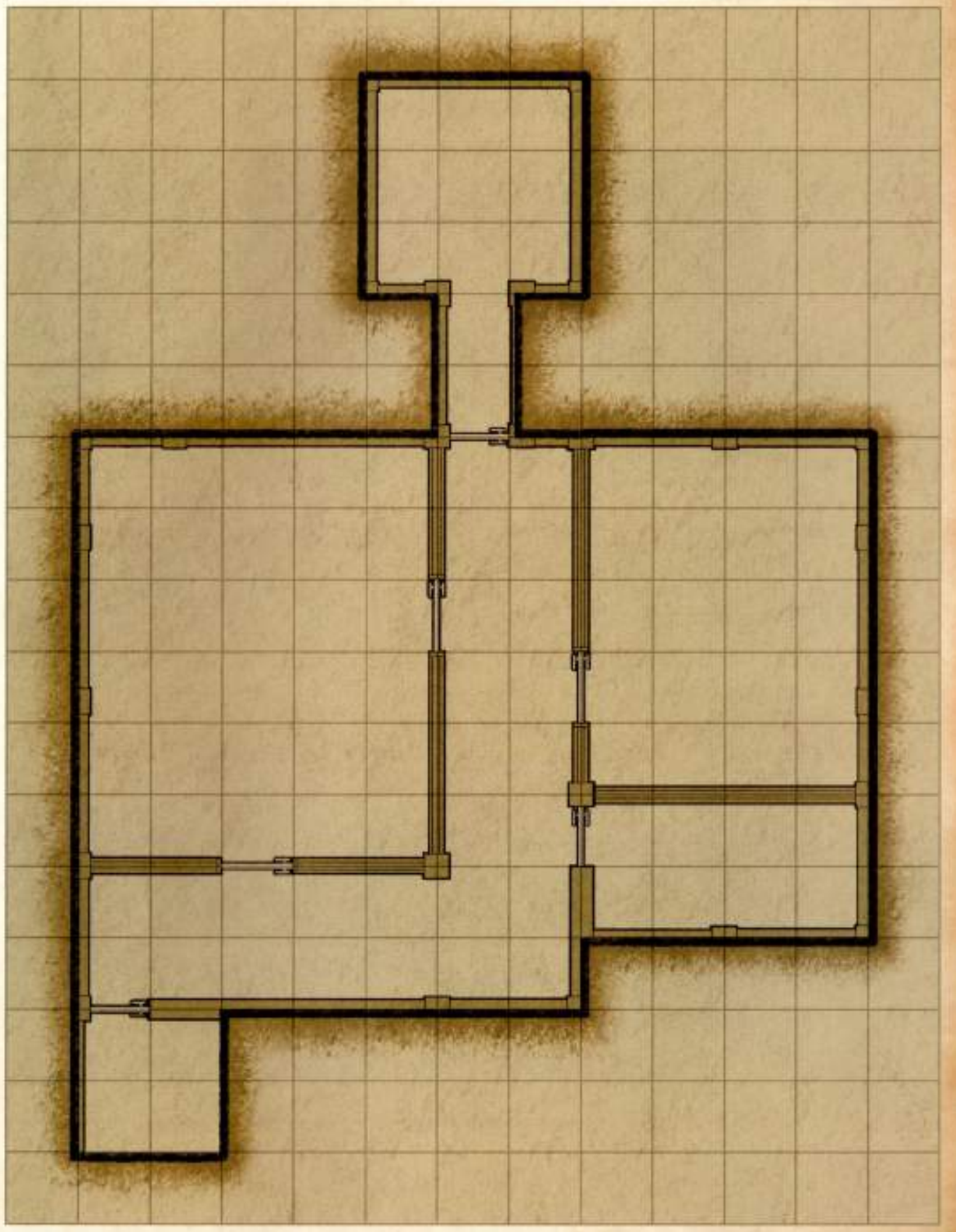
Lv. 55 Gorgagne Mills - 1st Floor Stables



Copying this map at 140% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 55 Gorgagne Mills - 2nd Floor



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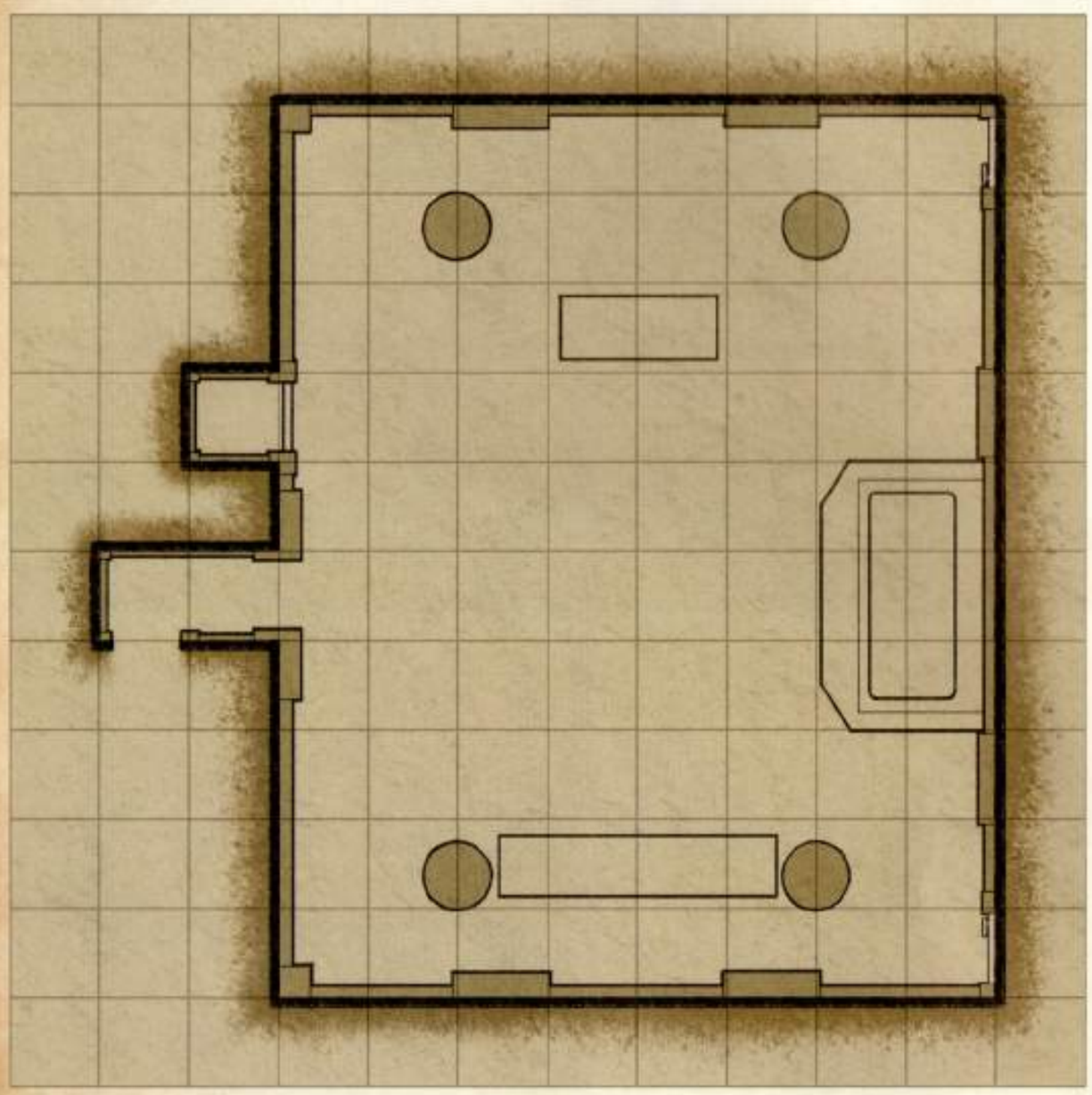
Lv. 55 Gorgagne Mills - Cellar



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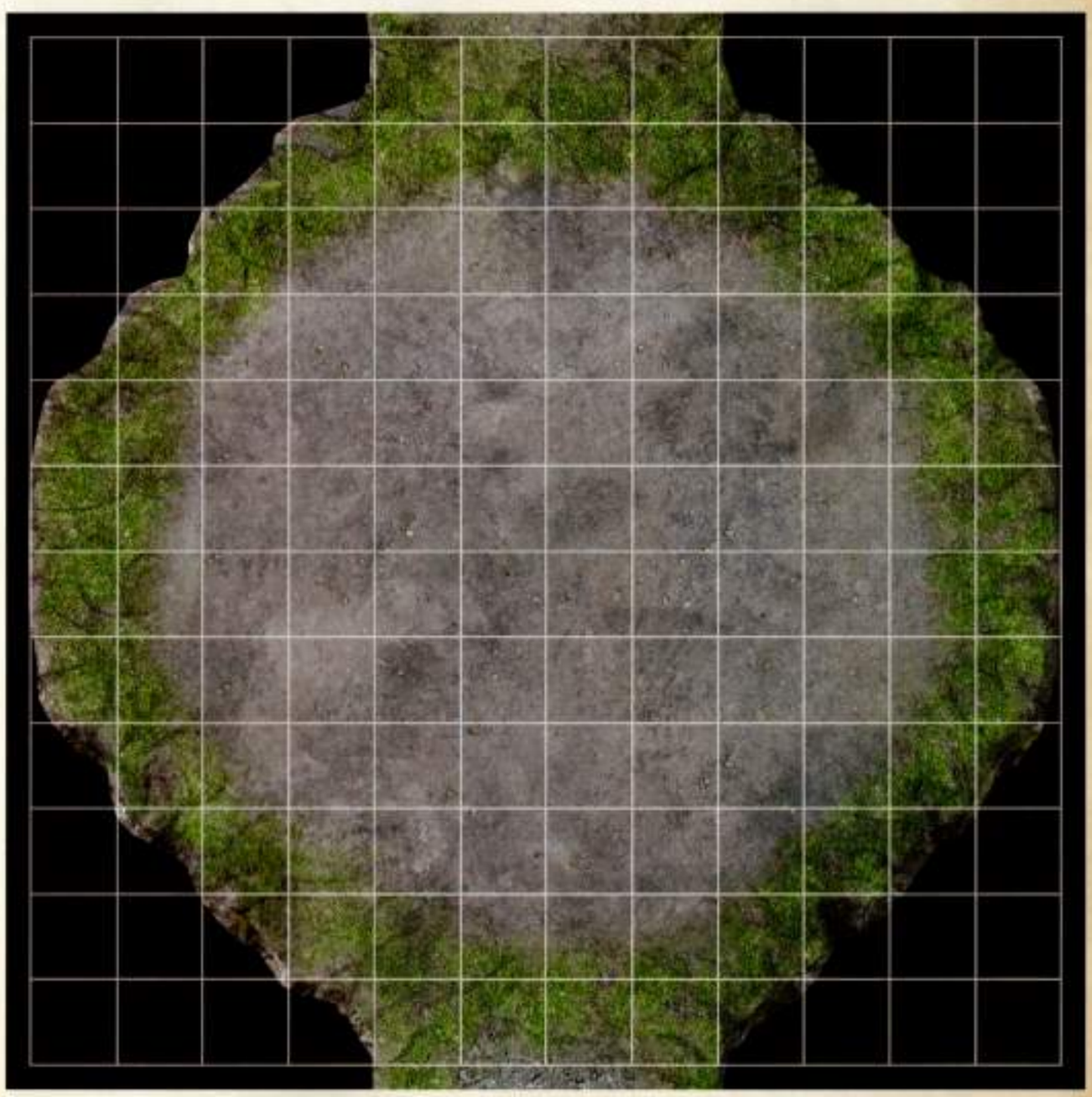
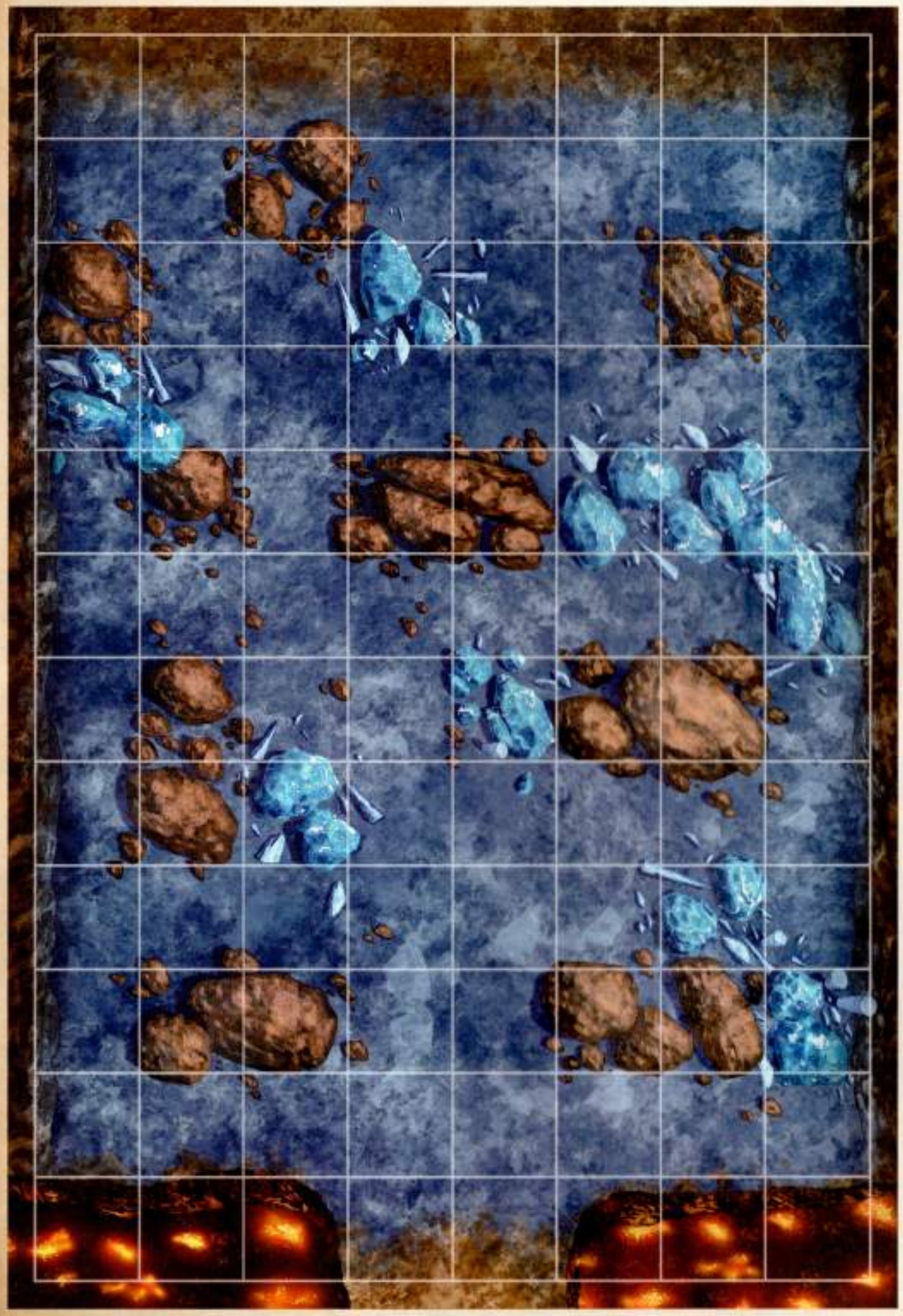
Lv. 60 Sohm Al - Greenlinn



Copying this map at 175% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 60 Sohm Al - The Red & Blue Crypts



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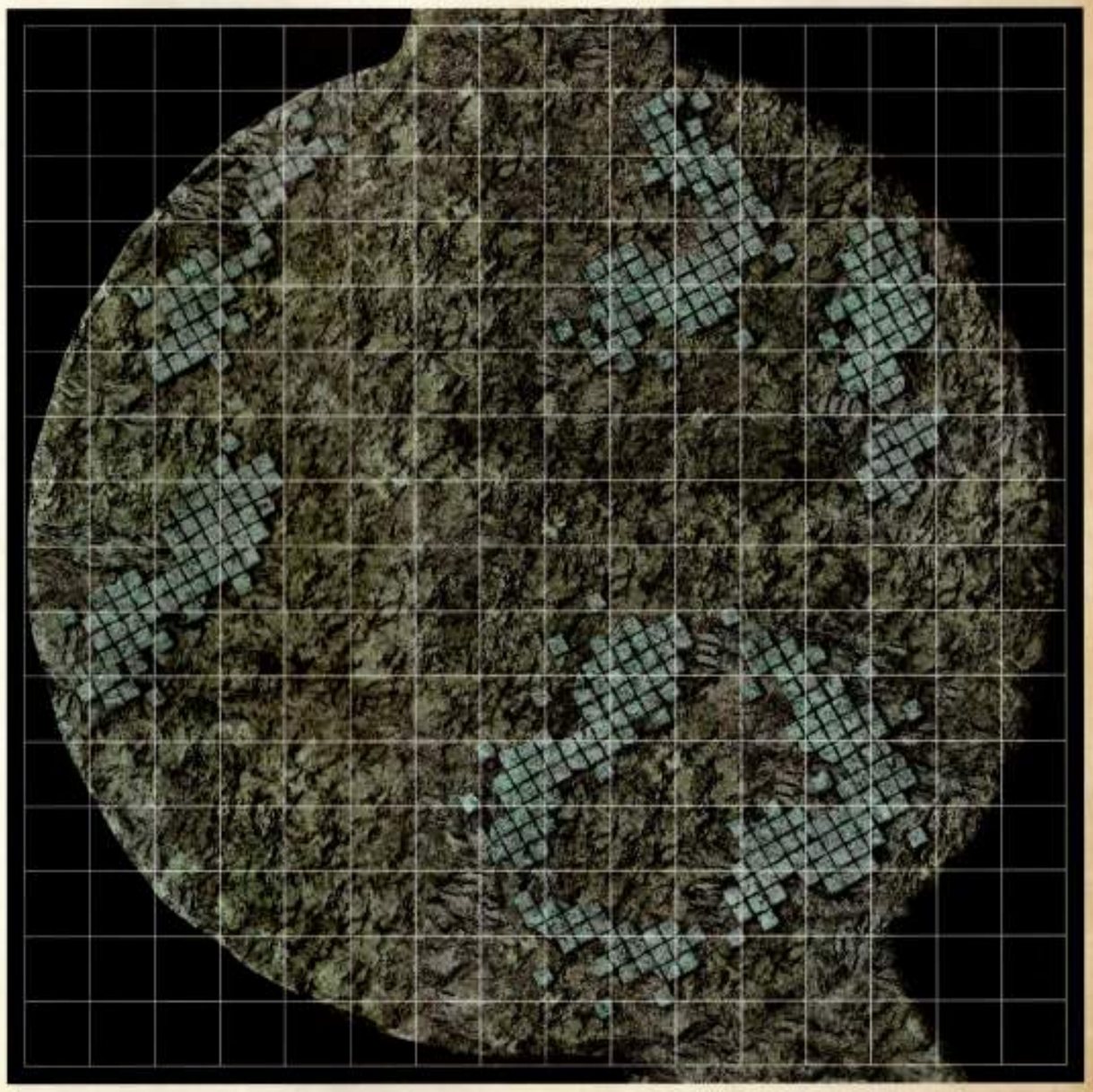
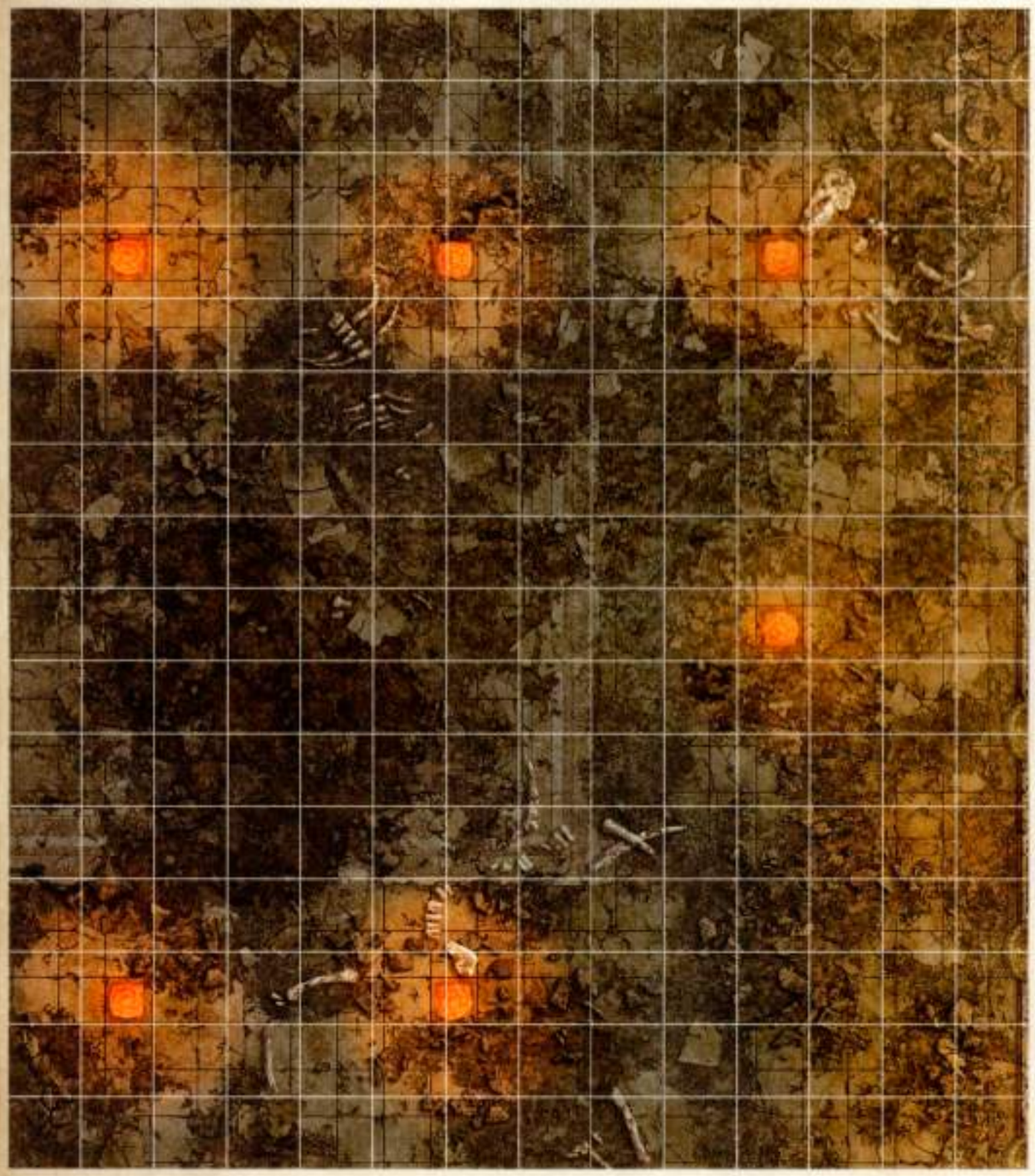
Lv. 60 Sohm Al - The Wound



Copying this map at 228% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 60 A Dragon Reborn



Copying this map at 195% magnification will ensure that each square is approximately 25 mm on each side.

Challenge Duties

Challenge duties are high-end scenarios that pit the party against brutal enemies with complex encounter mechanics. Players should have a firm understanding of the game's rules and the effects of their characters' traits and abilities before attempting these scenarios. Even then, a small mistake or unfortunate roll can spell disaster and lead to the party's defeat.

Groups are not expected to triumph over a challenge duty on their first attempt. It may take several tries before the players learn what to expect from their foes and devise a successful strategy. If the party is defeated, you may restart the encounter from the beginning of the most recent phase or give up and end the scenario until the players are ready to try again.

But What About the Story?

Instead of retrying an encounter when the party is defeated, some GMs prefer to continue the game and adjust how the story unfolds to account for the adventurers' setback. While this is a perfectly valid option in most cases, challenge duties are not your typical encounters. In some ways, they're more akin to cooperative board games than true TTRPG encounters, as they require a mix of luck, collaborative strategy, and experience to overcome.

Of course, this does not mean you have to abandon the story entirely. The two challenge duties included in this book, for example, feature encounters that begin in a most unusual fashion. Should the adventurers be defeated, you can simply have them come to their senses as if waking from a dream or a vision of a possible future.

Additional Rules for Challenge Duties

While challenge duties mostly follow the same rules as other encounters, there are a few exceptions. The following three rules apply to all challenge duties, and should be shared with the other players ahead of time. Particular challenge duties may introduce other unique rules or mechanics, so be sure to read your chosen duty's description in full to familiarize yourself with its peculiarities.

★ Abilities

Most abilities behave in challenge duties as they do in other encounters. ★ abilities, however, are something of an exception. Because they can have a significant impact on how an encounter plays out, uses of ★ abilities are not restored between phases unless otherwise stated.

Limit Breaks

As is the case in other encounters, limit breaks only become available when you decide they can be used. Like other scenarios, premade challenge duties indicate when limit breaks should be allowed, and while you are free to permit them before this point, be aware that this will affect the intended difficulty of the encounter.

Effect Restrictions

Premade challenge duties are designed for players to undertake them using only the abilities, traits, and other effects of their chosen job, in addition to any mechanics or items specifically mentioned in the scenario. As such, items, augmentations, titles, minions, benefits earned by completing personal quests, and any other effects do not carry over into challenge duties.

Scenario & Gamemaster Guide
Challenge Duty 1: Behemoth's Dominion (Extreme)

Recommended for a Light Party of Level 50 Adventurers

The average expected playtime for this scenario is three to four hours for parties of experienced TTRPG players. When following the scenario as intended, the party will take part in one challenging combat encounter.

The GM should review this scenario in full before beginning the game. To avoid spoilers, other players should refrain from reading the information contained here in advance.

This scenario features an extremely challenging encounter. Even when playing with an experienced group of players, it is very likely that the party will be defeated at least once before emerging victorious. Should this happen, you may restart the encounter from the beginning of the most recent phase or give up and end the scenario.

The Ballad of Behemoth

Once the players are ready to begin, read the following passage aloud. Feel free to rephrase or adjust the story to better fit the adventurers' profiles. For convenience's sake, this scenario assumes that the adventurers have already formed a party and are acquainted with each other.

You are sitting along the bar in the Seventh Heaven tavern, resting your feet before seeking out a new adventure, when a resonant chord fills the air. You turn to find a sandy-haired Hyur, begoggled and clad in a tunic of red and black. The man meets your eye with a flourish and a salute.

Wandering Minstrel: *A toast to you, the bold and the brave. Unless I miss my mark, yours is the adventurer's trade. I am but a humble bard, known to most as the wandering minstrel.*

Years ago, when I arrived in this land, I was beset with peril day and night—forced to endure countless trials which tested my mind, my body, and my faith. And I am not ashamed to admit that I would have faltered, had it not been for the help of a handful of nameless adventurers. Honest men and women who proffered the hand of friendship to a weary soul and led him safe from the darkness. Ever since, I have made it my life's work to immortalize the deeds of Eorzea's adventurers in everlasting song.

I cannot help but feel as if our meeting here is more than simple happenstance. My new friends, might I regale you with my latest composition? Lend me your ears, if you will, and I shall tell you the tale of a clash with a mighty beast in the highlands of frosty Coerthas.

- **Mor Dhona:** *Alongside the shores of Silvertear Lake, Mor Dhona lies very close to the center of Aldenard. As a key land route blessed with breathtaking scenery, the area once featured a lively collection of inns. During the Battle of Silvertear Skies, however, an extreme aetherial surge swept through the landscape, transforming much of it into pure crystal. Though the cause remains a topic of discussion amongst scholars, the phenomenon was undoubtedly destructive, and now the place is a wasteland shrouded in mephitic mists.*
- **Revenant's Toll:** *The Adventurers' Guild built this new settlement to replace Camp Revenant's Toll, which had long served as a base of operations for the guild in Mor Dhona. Under its auspices, the Scions of the Seventh Dawn and refugees from Doma continue to aid in the construction.*
- **The Seventh Heaven:** *The favored haunt of many an adventurer, this tavern takes its name from the highest and final heaven. On the one hand, this serves as a metaphor for the experience the establishment's clientele can expect when drinking within its halls. At the same time, it is also meant as a subtle prayer for the spirits of those who died in the Battle of Silvertear Skies that they may find peace in the hereafter.*

- Encyclopedia Eorzea ~The World of Final Fantasy XIV~

If the Party Agrees to Listen

If the adventurers agree to listen to the wandering minstrel's ballad, read the following passage aloud for the other players:

At your assent, the minstrel raises hand to harp and begins to pluck out a melody.

Wandering Minstrel:
From snowy spires of silvered domain, ♪
Comes regnant beast of gods' ornain, ♪
Howling, hungry, to heaven it calls, ♪
Calamity embodied, the realm's downfall. ♪

The minstrel's sonorous voice fills the room as he begins to sing. As the music draws you in, you find yourselves transported from the cozy tavern to the snowy reaches of the Coerthas central highlands...

What to Do If the Party Refuses to Listen

If the players decide not to listen to the wandering minstrel's song, pause the game and explain that this scenario is built around the assumption that the party will listen to his performance. Encourage them to do so, as the scenario cannot otherwise continue as designed.

Coerthas Central Highlands - Behemoth's Dominion

Read the following passage aloud for the other players, then begin the encounter described below:

You find yourselves on a precipice surrounded by sheer cliffs overlooking distant mountains. An icy wind howls, stinging your face with needles of snow. But even this cannot tear your attention from the hulking beast standing before you. Cords of muscle bulge from its purple-furred hide, and two wicked horns protrude above a toothy, blood-flecked maw. You have set foot within Behemoth's Dominion, and its lord will brook no intruders!

Phase 1

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Behemoth x1 (B)

The adventurers cannot use limit breaks during phase 1.

You will need to prepare a 15x15 square encounter map for this challenge duty.

Allow the players to choose their positions after you have placed the behemoth on the encounter map.

- **Coerthas Central Highlands:** *The Coerthas central highlands are the gateway to the capital, which is why Ishgard long ago established several strongholds at the base of the Nail, many of which have been damaged or destroyed in recent years by the Dravanians.*
- **Behemoth:** *The first sightings of these heavily muscled beasts in the mountains of Coerthas coincided with the advent of the Seventh Umbral Era. Scholars believe them to be the spawn of the elder primal Bahamut, and have dubbed the creatures "behemoths." Aside from their obvious physical traits, much about behemoth behavior and physiology remains shrouded in mystery.*

- Encyclopedia Eorzea ~The World of Final Fantasy XIV~

Encounter Data

Behemoth (Phase 1)

Size: Huge (3x3) - Beastkin — Vigilance: 1 1

Defense: 15	Magic Defense: 15
Max HP: 800	Speed: 5 squares

STR	DEX	VIT	INT	MND
+7	+0	+6	+8	+1

Traits

Elite Foe: King of Beasts
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, and **Knocked Out**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

Encounter Timeline (Phase 1)

The behemoth will act according to the following timeline, using the abilities and tactics outlined for each round.

Round 1

Behemoth Tactics

Attack using the following abilities: (Roaring Rumble → Devil Claw).

- Roaring Rumble: Target all adventurers on the encounter map.
- Devil Claw: Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.

Roaring Rumble *Primary, Magic*
Target: All enemies within range Range: The entire encounter map
Check: INT (d20 + 6) CR: Target's Magic Defense
Base Effect: Deals 30 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Devil Claw *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 7) CR: Target's Defense
Base Effect: Deals 30 damage to the target.
Direct Hit: Deals an additional 4d6 damage.

Round 2

Behemoth Tactics

Attack using Thunderbolt, placing the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

Thunderbolt
Primary, Stationary Marker, Magic, Lightning-Aspected, Invoked
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending to the edge of the encounter map from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets.

Round 3

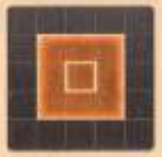
Behemoth Tactics

Attack using the following abilities: (Devil Claw → Charybdis).

- Devil Claw: Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- Charybdis: Place the marker on a random adventurer, regardless of whether a tank has **Enmity** on this character.

Devil Claw *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 7) CR: Target's Defense
Base Effect: Deals 30 damage to the target.
Direct Hit: Deals an additional 4d6 damage.

Charybdis
Primary, Stationary Marker, Magic, Wind-Aspected, Invoked
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 3x3 area centered on the origin
Target: All squares within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Creates a maelstrom in the marker area.



Encounter Mechanic: Maelstroms

When a maelstrom is created, immediately move adventurers in a square adjacent to the maelstrom to the nearest unoccupied square within it, as determined by the GM. All adventurers within the maelstrom then suffer 40 damage.

Characters can move through or end their movement in squares occupied by a maelstrom. However, adventurers who move into a square adjacent to a maelstrom via a standard movement action or a movement effect are immediately moved to the nearest unoccupied square within that maelstrom, as determined by the GM. They then suffer 40 damage.

Adventurers moved in this manner cannot perform standard movement actions and ignore all movement effects until the end of the turn. Adventurers who begin their turn within a maelstrom are not affected by this movement effect when moving out of the maelstrom.

Round 4

Behemoth Tactics

Attack using Crushing Claw, placing the marker on the nearest adventurer. If a tank has **Enmity** on this character, place the marker on the tank instead.

Crushing Claw *Primary, Mobile Marker, Physical*
Origin: 1 enemy
Marker Area: A mobile area centered on the origin that moves with the origin
Target: The origin
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to the target.

Round 5

At the beginning of the round, adventurers with abilities that have a limited number of uses per phase have a single use of each restored. ★ abilities are not affected.

If an adventurer uses an ability that creates an area or object, remove any areas or objects previously created by that ability before adding the new area or object to the encounter map.

Behemoth Tactics

Attack using the following abilities: (Roaring Rumble → Charybdis).

- Roaring Rumble: Target all adventurers on the encounter map.
- Charybdis: Place the marker on a random adventurer, regardless of whether a tank has **Enmity** on this character.

Roaring Rumble *Primary, Magic*
Target: All enemies within range Range: The entire encounter map
Check: INT (d20 + 6) CR: Target's Magic Defense
Base Effect: Deals 30 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Charybdis
Primary, Stationary Marker, Magic, Wind-Aspected, Invoked
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 3x3 area centered on the origin
Target: All squares within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Creates a maelstrom in the marker area.

Round 6

Behemoth Tactics

Attack using Trounce, placing the marker to include the nearest adventurer and as many other adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

Trounce *Primary, Stationary Marker, Physical, Invoked*
Origin: 3 squares adjacent to this character
Marker Area: A stationary cone extending to the edge of the encounter map from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 60 damage to all targets.

Round 7

Behemoth Tactics

Choose a random adventurer. If a tank has **Enmity** on this character, choose the tank instead. Attack using Tail Swipe, attempting to hit all adventurers behind this character from the vantage of the chosen adventurer.

Tail Swipe *Primary, Physical*
Target: All enemies within range
Range: All squares behind this character
Check: STR (d20 + 7)
CR: Target's Defense
Base Effect: Deals 50 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Round 8

Behemoth Tactics

Attack all adventurers on the encounter map using Meteor.

Meteor *Primary, Magic*
Target: All enemies within range Range: The entire encounter map
Check: INT (d20 + 6) CR: Target's Magic Defense
Base Effect: Deals 40 damage to all targets.
Direct Hit: Deals an additional 1d6 damage.

Transitioning to Phase 2

The encounter transitions to its second phase once the behemoth has been reduced to 0 HP. This occurs either at the end of the [Adventurer Step] or the [Enemy Step], whichever comes first.

A Ballad Gone Wrong

If the behemoth has more than 0 HP at the end of round 8, the party is defeated and this challenge duty comes to an end. Read the following passage aloud for the other players:

Enraged by your persistent offensive, the behemoth rears up on its hind legs and roars. The sky grows red as a blazing meteor hurtles towards you, torn from the firmament by the monster's cry.

You close your eyes, knowing you have mere moments left to live...and open them again to find yourselves back in the Seventh Heaven once more.

Wandering Minstrel: *No, no, that is not the way it happened... Forgive me, it would appear I've mislaid the tale. Shall I begin again?*

If the players wish to try again, you may restart this challenge duty from the beginning of phase 1.

Behemoth

Phase 2

Before beginning phase 2, read the following passage aloud for the other players:

> Enraged by your persistent offensive, the behemoth rears up on its hind legs and roars. The sky grows red as a blazing meteor hurtles towards you, torn from the firmament by the monster's cry. It rumbles to the earth with a terrible crash, assailing you with searing winds that knock you from your feet.
>
> The land groans as the perimeter of Behemoth's Dominion crumbles away, leaving nothing but a chasm on all sides. And in the midst of the desolation, the behemoth stands unscathed, ready to continue its attack.

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Behemoth x1 (B)

Before beginning phase 2, remove all maelstroms from the encounter map. All squares on the edge of the encounter map fall away, becoming chasms.

Move the behemoth to its new starting position, then allow the players to choose new starting positions for their adventurers. At the beginning of round 9, inform the players that their adventurers can use limit breaks.

Special Squares

Chasm: Adventurers who move into one of these squares via a standard movement action or a movement effect are immediately reduced to 0 HP, **Knocked Out**, and moved to the nearest unoccupied square of their player's choosing.

■ = Chasm

Encounter Data

Behemoth (Phase 2)

Size: Huge (3x3) - Beastkin	Vigilance: 11
Defense: 16	Magic Defense: 16
Max HP: 1200	Speed: 5 squares

STR	DEX	VIT	INT	MND
+7	+0	+7	+6	+1

Traits

Elite Foe: King of Beasts
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, and **Knocked Out**, and markers they have generated cannot be removed. Be sure to inform the players of this before continuing the encounter.

Encounter Timeline (Phase 2)

The behemoth will act according to the following timeline, using the abilities and tactics outlined for each round.

Round 1

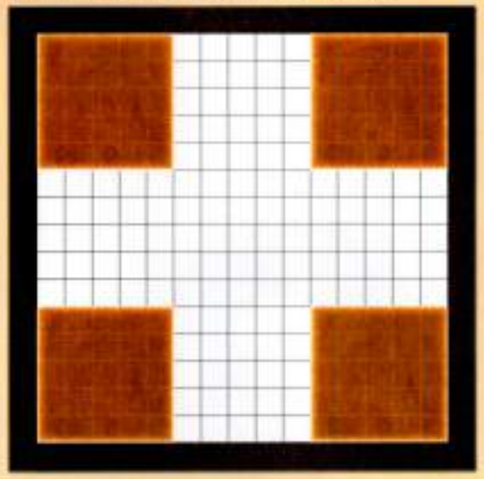
Behemoth Tactics

Attack using the following abilities: (**Devil Claw** → **Charybdis**).

- **Devil Claw:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Charybdis:** Place the markers on the locations indicated on the encounter map, regardless of whether a tank has **Enmity** on this character.

Devil Claw *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 7) **CR:** Target's **Defense**
Base Effect: Deals 30 damage to the target.
Direct Hit: Deals an additional 4d6 damage.

Charybdis
Primary, Stationary Marker, Magic, Wind-Aspected, Invoked
Marker Area: Four stationary 5x5 areas on the encounter map
Target: All squares within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Creates a maelstrom in each marker area.



Encounter Mechanic: Maelstroms

When a maelstrom is created, immediately move adventurers in a square adjacent to the maelstrom to the nearest unoccupied square within it, as determined by the GM. All adventurers within the maelstrom then suffer 40 damage.

Characters can move through or end their movement in squares occupied by a maelstrom. However, adventurers who move into a square adjacent to a maelstrom via a standard movement action or a movement effect are immediately moved to the nearest unoccupied square within that maelstrom, as determined by the GM. They then suffer 40 damage.

Adventurers moved in this manner cannot perform standard movement actions and ignore all movement effects until the end of the turn. Adventurers who begin their turn within a maelstrom are not affected by this movement effect when moving out of the maelstrom.

Round 2

Behemoth Tactics

Attack using the following abilities: (**Roaring Rumble** → **Devil Claw** → **Wild Horn**).

- **Roaring Rumble:** Target all adventurers on the encounter map.
- **Devil Claw:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Wild Horn:** Place the marker on the nearest adventurer. If a tank has **Enmity** on this character, place the marker on the tank instead.

Roaring Rumble *Primary, Magic*
Target: All enemies within range **Range:** The entire encounter map
Check: INT (d20 + 6) **CR:** Target's **Magic Defense**
Base Effect: Deals 30 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Devil Claw *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 7) **CR:** Target's **Defense**
Base Effect: Deals 30 damage to the target.
Direct Hit: Deals an additional 4d6 damage.

Wild Horn *Primary, Mobile Marker, Physical*
Origin: 1 enemy
Marker Area: A mobile 3x3 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 30 damage and forces all targets to move up to 5 squares away from this character, as determined by the GM.

Round 3

Behemoth Tactics

Attack using **Comet**, placing the markers on the adventurers.

Comet *Primary, Mobile Marker, Magic, Invoked*
Origin: 4 enemies
Marker Area: Four mobile 3x3 areas, one centered on each origin and that move with their origins
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 40 damage and creates a cracked comet in each marker area.

Encounter Mechanic: Cracked Comets

Characters can move through or end their movement in squares occupied by a cracked comet. Adventurers are not affected by **Thunderbolt** or **Ecliptic Meteor** if they share a square with a cracked comet or if there is a cracked comet between them and the behemoth.

Round 4

Behemoth Tactics

Attack using **Crushing Claw**, placing the marker on the nearest adventurer. If a tank has **Enmity** on this character, place the marker on the tank instead.

Crushing Claw *Primary, Mobile Marker, Physical*
Origin: 1 enemy
Marker Area: A mobile area centered on the origin that moves with the origin
Target: The origin
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to the target.

Round 5

At the beginning of the round, adventurers with abilities that have a limited number of uses per phase have a single use of each restored. ★ abilities are not affected.

If an adventurer uses an ability that creates an area or object, remove any areas or objects previously created by that ability before adding the new area or object to the encounter map.

Behemoth Tactics

Attack using **Thunderbolt**, placing the markers so that each includes a different adventurer, regardless of whether a tank has **Enmity** on this character.

Thunderbolt's markers may overlap.

Thunderbolt
Primary, Stationary Marker, Magic, Lightning-Aspected, Invoked
Origin: 4 squares, each adjacent to this character
Marker Area: Four stationary cones, each extending to the edge of the encounter map from an origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets, then removes all cracked comets within the marker areas from the encounter map. If there is a cracked comet in a square between this character and a target, that target does not take damage from this effect (see diagrams on the next page).

Round 6

Behemoth Tactics

Attack using Ecliptic Meteor, placing the marker on the encounter map.

AWS Ecliptic Meteor

Primary, Stationary Marker, Magic, Invoked

Marker Area: The entire encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Reduces all targets to 0 HP. If there is a cracked comet in a square between this character and a target, that target's HP remains unchanged (see diagram).

GM

Mitigating Thunderbolt & Ecliptic Meteor

The adventurers in this diagrams will be affected by **Thunderbolt** and **Ecliptic Meteor**.

The adventurers in these diagrams are not affected by **Thunderbolt** and **Ecliptic Meteor**.

Adventurers sharing a square with a cracked comet are not affected by **Thunderbolt** and **Ecliptic Meteor**. To determine if a cracked comet is between an adventurer and the behemoth, use the rules for line of sight found on page 56.

Round 7

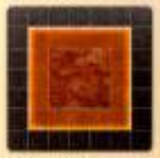
Behemoth Tactics

Attack using Cosmic Shrapnel, placing the markers on the cracked comets.

AWS Cosmic Shrapnel

Primary, Stationary Marker, Magic, Invoked

Marker Area: One stationary 5x5 area centered on each cracked comet
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets and removes all cracked comets from the encounter map. If there are two or more cracked comets on the encounter map, reduces all adventurers on the encounter map to 0 HP instead.
The marker areas include the squares occupied by the cracked comets as well as all adjacent squares.



Round 8

Behemoth Tactics

Attack using the following abilities: (Roaring Rumble → Devil Claw → Trounce).

- **Roaring Rumble:** Target all adventurers on the encounter map.
- **Devil Claw:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Trounce:** Place the marker to include the nearest adventurer and as many other adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

Roaring Rumble *Primary, Magic*

Target: All enemies within range **Range:** The entire encounter map
Check: INT (d20 + 6) **CR:** Target's **Magic Defense**
Base Effect: Deals 30 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Devil Claw *Primary, Physical*

Target: Single **Range:** 1 square
Check: STR (d20 + 7) **CR:** Target's **Defense**
Base Effect: Deals 30 damage to the target.
Direct Hit: Deals an additional 4d6 damage.

AWS Trounce *Primary, Stationary Marker, Physical, Invoked*

Origin: 3 squares adjacent to this character
Marker Area: A stationary cone extending to the edge of the encounter map from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 60 damage to all targets.

Round 9

At this point in the encounter, the adventurers can use their limit breaks. Make sure to inform the players of this now.

Behemoth Tactics

Attack using the following abilities: (Tail Swipe → Wild Horn).

- **Tail Swipe:** Choose a random adventurer. If a tank has **Enmity** on this character, choose the tank instead. Attack using Tail Swipe, attempting to hit all adventurers behind this character from the vantage of the chosen adventurer.
- **Wild Horn:** Place the marker on the nearest adventurer. If a tank has **Enmity** on this character, place the marker on the tank instead.

Tail Swipe *Primary, Physical*

Target: All enemies within range
Range: All squares behind this character
Check: STR (d20 + 7)
CR: Target's Defense
Base Effect: Deals 50 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Wild Horn *Primary, Mobile Marker, Physical*

Origin: 1 enemy
Marker Area: A mobile 3x3 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 30 damage and forces all targets to move up to 5 squares away from this character, as determined by the GM.

Round 10

Behemoth Tactics

Attack using Ecliptic Meteor, placing the marker on the encounter map.

AWS Ecliptic Meteor

Primary, Stationary Marker, Magic, Invoked

Marker Area: The entire encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Reduces all targets to 0 HP.

Round 11

At the beginning of the behemoth's turn, Ecliptic Meteor's marker is resolved and the party is defeated.

Ending the Encounter

The encounter ends when the behemoth has been reduced to 0 HP. If the party is defeated, read the passage under A Ballad Gone Wrong on page 137 instead. Should the players wish to try again, you may restart this challenge duty from the beginning of phase 2.

A Final Flourish

As the final notes of the minstrel's song fade away, the vision of the snowy wastes dissipates from your mind's eye. You open your eyes to find the charismatic bard beaming at you within the familiar taproom of the Seventh Heaven.

Wandering Minstrel: *And that, my friends, is where our tale comes to a close. And before you ask, yes, every word of it is true. Save for the occasional embellishment, that is.*

As you may know, behemoths were first spotted in Coerthas after the fall of Dalamud. Some say that the beasts were sired by the elder primal Bahamut—the selfsame wyrm that razed the realm at the end of the Battle of Carteneau. Only the Twelve know for certain whether this is fact or mere fancy, but I admit, it does make for a rousing epic.

The wandering minstrel takes a bow as he tucks away his harp.

Wandering Minstrel: *I always appreciate an attentive audience. Seek me out whenever you find yourselves in Mor Dhona, and I would be delighted to perform for you again.*

And now that you have heard my latest composition, I have a favor to ask. Would you be so kind as to share with me your own stories? A minstrel such as I must ever keep an ear out for inspiration, you see.

The wandering minstrel proves an attentive audience, listening to the tales of your adventures with rapt fascination. Later, some time after you have put the Seventh Heaven behind you, it occurs to you that mayhap the bard will one day put your deeds to music, and in so doing inspire the same awe and fascination in others across the realm as he did in you.

Just who is the wandering minstrel? That, suffice it to say, is a story for another day.

To Be Continued...

Scenario & Gamemaster Guide
Challenge Duty 2:
The Waking Nightmare (Extreme)

Recommended for a Light Party of Level 60 Adventurers

The average expected playtime for this scenario is four to five hours for parties of experienced TTRPG players. When following the scenario as intended, the party will take part in one challenging combat encounter.

The GM should review this scenario in full before beginning the game. To avoid spoilers, other players should refrain from reading the information contained here in advance.

Lv. 60 The Waking Nightmare (Extreme)
Player Information

Description
During a visit to Revenant's Toll, your party again crosses paths with the wandering minstrel. He plays for you a ballad that transports you to the Lost City of Amdapor to confront Diabolos, a powerful voidsent sealed away in the Fifth Astral Era.

Objectives
Defeat Diabolos!

This scenario features an extremely challenging encounter. Even when playing with an experienced group of players, it is very likely that the party will be defeated at least once before emerging victorious. Should this happen, you may restart the encounter from the beginning of the most recent phase or give up and end the scenario.

The Ballad of Diabolos

Once the players are ready to begin, read the following passage aloud, adjusting accordingly if they did not complete Challenge Duty 1: Behemoth's Dominion (Extreme). Feel free to rephrase or adjust the story to better fit the adventurers' profiles. For convenience's sake, this scenario assumes that the adventurers have already formed a party and are acquainted with each other.

Your journey once again takes you to Revenant's Toll, where you turn your steps toward the Seventh Heaven for some much-needed refreshment. As you find your seats, a familiar sandy-haired Hyur approaches your table, hand raised in greeting.

Wandering Minstrel: *We meet again, my intrepid friends. I pray the road has been kind to you—and to me, should you be willing to trade tales of your derring-do.*

Happily, I have been blessed with an abundance of inspiration, and my muse stirs as never before. Your timing is most fortunate, too, as the ink has just dried on my newest composition. Can I tempt you with the promise of being the first souls to hear it? You need but say the word, and I shall tell you of the rise and fall of a mighty demon in the heart of ancient Amdapor.

If the Party Agrees to Listen

If the adventurers agree to listen to the wandering minstrel's ballad, read the following passage aloud for the other players:

At your assent, the minstrel raises hand to harp and begins to pluck out a melody.

Wandering Minstrel:
City of marble, ancient seat of magic white, ♪
'Gainst an army of Darkness it did prevail, ♪
Tapping untold power its magi availed, ♪
And with great sacrifice, ensnared the fiend of night. ♪

City of ruin, long fallen and left to blight, ♪
In Calamity's wake the seal now grows frail, ♪
Hands shed, captive shadow breaks free of its geol, ♪
And makes ready to usher in our world's twilight. ♪

The minstrel's sonorous voice fills the room as he begins to sing. As the music draws you in, you find yourselves transported from the cozy tavern to the shadowy heart of the Lost City of Amdapor...

What to Do If the Party Refuses to Listen

If the players decide not to listen to the wandering minstrel's song, pause the game and explain that this scenario is built around the assumption that the party will listen to his performance. Encourage them to do so, as the scenario cannot otherwise continue as designed.

- **The Lost City of Amdapor:** *The Lost City of Amdapor had long been cloaked by the elementals so that none might stumble upon its terrible secrets. The Calamity weakened the area's earth aspect, however, and the place now wants for a good cleansing of the fetid fungus that has infested its halls.*
- **Diabolos:** *High Voidmage Cessair conducted the summoning of this powerful voidsent believing that merely the threat of such a weapon would frighten the Amdapori into submission, effectively ending the War of the Magi without further bloodshed. The Coven—Mhach's ruling body of magi—disagreed, and commanded that Diabolos be sent to destroy the ancient city—a feat the creature would have accomplished were it not for the collective efforts of Amdapor's white mages.*

- Encyclopaedia Eorzea ~The World of Final Fantasy XIV~

The Lost City of Amdapor - The Waking Nightmare

Read the following passage aloud for the other players, then begin the encounter described below:

You find yourselves within the ruins of Amdapor, deep below an ancient stone tower. The floor beneath your feet glows faintly, illuminating swirling, winglike motifs.

Without warning, a cloud of bats screams out of the darkness overhead, their shrieking forms contorting as they fuse into a growing orb, black as a moonless night. A deluge of shadow spews forth, depositing a muscled fiend with leathery, bat-like wings. Freed from long centuries of imprisonment, the voidsent that heralded the fall of Amdapor descends, ready to flood the realm with unending Darkness!

Phase 1

Preparing the Encounter (Phase 1)
Enemy Turn Order: 1. Diabolos x1 (D)
The adventurers cannot use limit breaks during phase 1.

You will need to prepare a 15x15 square encounter map for this challenge duty.

Allow the players to choose their positions after you have placed Diabolos on the encounter map.

The Lost City of Amdapor

Encounter Data

Diabolos (Phase 1)

Size: Huge (3x3) - Voidsent | Vigilance: 15
Defense: 15 | Magic Defense: 15
Max HP: 1600 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+5	+5	+5	+7	+5

Traits

Elite Foe: Lord of the Void
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, and **Knocked Out**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

Calofisteri (Phase 1)

Size: Huge (3x3) - Voidsent | Vigilance: 13
Defense: 14 | Magic Defense: 14
Max HP: 160 | Speed: 10 squares (flying)

STR	DEX	VIT	INT	MND
+6	+0	+5	+6	+3

Traits

Elite Foe: Pactbound Voidsent
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, and **Knocked Out**, and markers they have generated cannot be removed. Be sure to inform the players of this when they are placed on the encounter map.

Anchor Bearer
When this character is reduced to 0 HP, place a Mhachi Anchor in the center square of the area they occupy. If that square already contains a Mhachi Anchor, place the Mhachi Anchor in the nearest unoccupied square instead. You may use any token you have on hand to represent the Mhachi Anchor. Keep in mind that this character does not drop a Mhachi Anchor after using Dancing Mad.

Echidna (Phase 1)

Size: Huge (3x3) - Voidsent | Vigilance: 13
Defense: 14 | Magic Defense: 14
Max HP: 160 | Speed: 10 squares (flying)

STR	DEX	VIT	INT	MND
+6	+0	+5	+5	+3

Traits

Elite Foe: Pactbound Voidsent
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, and **Knocked Out**, and markers they have generated cannot be removed. Be sure to inform the players of this when they are placed on the encounter map.

Anchor Bearer
When this character is reduced to 0 HP, place a Mhachi Anchor in the center square of the area they occupy. If that square already contains a Mhachi Anchor, place the Mhachi Anchor in the nearest unoccupied square instead. You may use any token you have on hand to represent the Mhachi Anchor. Keep in mind that this character does not drop a Mhachi Anchor after using Nemesis Burst.

Ferdiad (Phase 1)

Size: Huge (3x3) - Voidsent | Vigilance: 14
Defense: 14 | Magic Defense: 14
Max HP: 160 | Speed: 10 squares (flying)

STR	DEX	VIT	INT	MND
+6	+0	+4	+5	+4

Traits

Elite Foe: Pactbound Voidsent
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, and **Knocked Out**, and markers they have generated cannot be removed. Be sure to inform the players of this when they are placed on the encounter map.

Anchor Bearer
When this character is reduced to 0 HP, place a Mhachi Anchor in the center square of the area they occupy. If that square already contains a Mhachi Anchor, place the Mhachi Anchor in the nearest unoccupied square instead. You may use any token you have on hand to represent the Mhachi Anchor. Keep in mind that this character does not drop a Mhachi Anchor after using Jester's Jig.

Scathach (Phase 1)

Size: Huge (3x3) - Voidsent | Vigilance: 13
Defense: 14 | Magic Defense: 14
Max HP: 160 | Speed: 10 squares (flying)

STR	DEX	VIT	INT	MND
+6	+0	+4	+7	+3

Traits

Elite Foe: Pactbound Voidsent
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, and **Knocked Out**, and markers they have generated cannot be removed. Be sure to inform the players of this when they are placed on the encounter map.

Anchor Bearer
When this character is reduced to 0 HP, place a Mhachi Anchor in the center square of the area they occupy. If that square already contains a Mhachi Anchor, place the Mhachi Anchor in the nearest unoccupied square instead. You may use any token you have on hand to represent the Mhachi Anchor. Keep in mind that this character does not drop a Mhachi Anchor after using Thirty Souls.

Encounter Mechanic: Mhachi Anchors

If an adventurer moves into a square containing a Mhachi Anchor, they can collect it, granting them the **Mhachi Artifice** enhancement. Doing so does not require them to use an action. When an adventurer collects a Mhachi Anchor, remove it from the encounter map. An adventurer under the effect of **Mhachi Artifice** cannot collect a second Mhachi Anchor.

All four adventurers must be under the effect of **Mhachi Artifice** at the end of phase 1 in order to transition to phase 2.

Encounter Timeline (Phase 1)

Diabolos and his minions will act according to the following timeline, using the abilities and tactics outlined for each round.

Round 1

Diabolos Tactics
Read the following cutscene aloud for the other players at the start of round 1:

> **Diabolos:** *Who dares set foot within my domain? The wretched white mages of Amdapor?*

Attack using the following abilities: (Camisado → Night Terror).

- **Camisado:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Night Terror:** Place the marker on a random adventurer, regardless of whether a tank has **Enmity** on this character.

Camisado *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 6) **CR:** Target's Defense
Base Effect: Deals 50 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

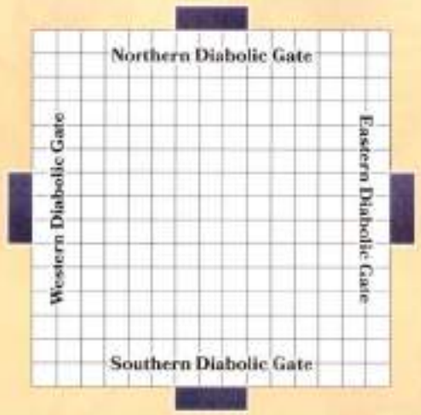
AWS Night Terror *Primary, Mobile Marker, Magic, Invoked*
Origin: 1 enemy
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 80 damage divided evenly (rounded up) amongst all targets.

Round 2

Diabolos Tactics
Attack using the following abilities: (Diabolic Gate → Void Call → Void Talons).

- **Diabolic Gate:** Place the diabolic gates outside the encounter map.
- **Void Call:** Place Calofisteri in front of the eastern diabolic gate and Echidna in front of the northern diabolic gate. Calofisteri and Echidna do not perform any actions this round.
- **Void Talons:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.

AWS Diabolic Gate *Primary, Unique, Invoked*
Base Effect: Creates four diabolic gates, one outside each edge of the encounter map.

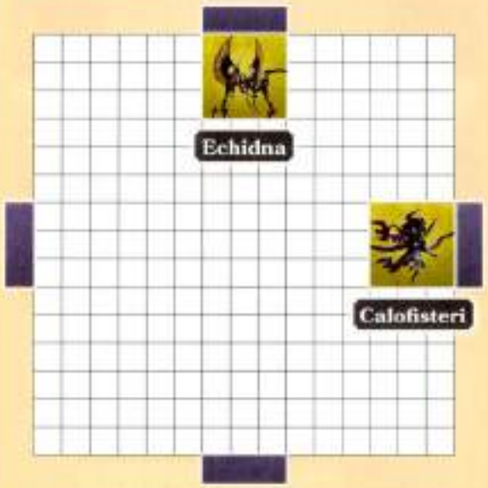


When Diabolos uses **Diabolic Gate**, read the following cutscene aloud for the other players:

> **Diabolos:** *I shall thrust open the gate to the void!*

Encounter Mechanic: Diabolic Gate
Characters cannot enter squares occupied by a diabolic gate. Diabolic gates cannot be affected by abilities, items, traits, or any other effects used by the adventurers. Be sure to inform the players of this before continuing the encounter.

Void Call *Primary, Unique*
Base Effect: Place Calofisteri and Echidna on the encounter map. If a character is present in Calofisteri or Echidna's starting squares, move that character to the nearest unoccupied square, as determined by the GM. They are then knocked **Prone**.
The rules for repositioning characters are explained on page 161 of the Standard Rulebook.



Void Talons *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 6) **CR:** Target's Defense
Base Effect: Deals 20 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Round 3

Enemy Turn Order: 1. Calofisteri
2. Echidna
3. Diabolos

Calofisteri Tactics

Attack using the following abilities: (**Depth Charge** → **Haircut**).

- **Depth Charge:** Resolve the base effect.
- **Haircut:** Place the marker on the northern or southern side of the encounter map, chosen at random.

Depth Charge *Primary, Physical*

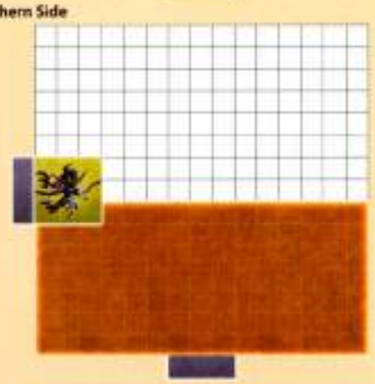
Target: All enemies within range
Range: All squares between this character and the western diabolic gate
Check: STR (d20 + 6) **CR:** Target's Defense
Base Effect: Deals 30 damage to all targets, then move to the position directly in front of the western diabolic gate. If a character is present in that position, move that character to the nearest unoccupied square, as determined by the GM. They are then knocked **Prone**.
Direct Hit: Deals an additional 2d6 damage.

INVK Haircut *Primary, Stationary Marker, Physical, Invoked*

Marker Area: A stationary 15x7 area on the northern or southern side of the encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets.

Northern Side

Southern Side



Echidna Tactics

Attack using the following abilities: (**Voidwalk** → **Abyssal Reaper** → **Sickle Slash**).

- **Voidwalk:** Resolve the base effect.
- **Abyssal Reaper:** Target all adjacent adventurers, regardless of whether a tank has **Enmity** on this character.
- **Sickle Slash:** Place the marker on the eastern or western side of the encounter map, chosen at random.

Voidwalk *Secondary*

Base Effect: Move to the center of the encounter map. If a character is present in that position, move that character to the nearest unoccupied square, as determined by the GM. They are then knocked **Prone**.

Abyssal Reaper *Primary, Physical*

Target: All enemies within range
Range: All squares adjacent to this character
Check: STR (d20 + 6) **CR:** Target's Defense
Base Effect: Deals 30 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

INVK Sickle Slash *Primary, Stationary Marker, Physical, Invoked*

Marker Area: A stationary 6x15 area on the eastern or western side of the encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets.

Echidna

Calofisteri

Diabolos Tactics

Attack using the following abilities: (**Graviball** → **Dream Shroud**).

- **Graviball:** Place the markers on two random adventurers. If a tank has **Enmity** on this character, place the markers on two random non-tank adventurers instead.
- **Dream Shroud:** Target all adventurers on the encounter map.

INVK Graviball *Primary, Stationary Marker, Magic, Invoked*

Origin: 2 squares, each occupied by 1 enemy
Marker Area: Two stationary 3x3 areas, one centered on each origin
Target: All squares within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Creates a gravity orb in each marker area.

When Diabolos uses **Graviball**, read the following cutscene aloud for the other players:

Diabolos: *Drown in endless Darkness!*

Encounter Mechanic: Gravity Orb

When a gravity orb is created, all adventurers within the gravity orb suffer 30 damage and are afflicted with **Heavy**.

Characters can move through or end their movement in squares occupied by a gravity orb. However, adventurers who move into a square occupied by a gravity orb suffer 30 damage and are afflicted with **Heavy**.

Dream Shroud *Primary, Magic*

Target: All enemies within range
Range: The entire encounter map
Base Effect: Deals 20 damage to all targets.

Round 4

Enemy Turn Order: 1. Calofisteri
2. Echidna
3. Diabolos

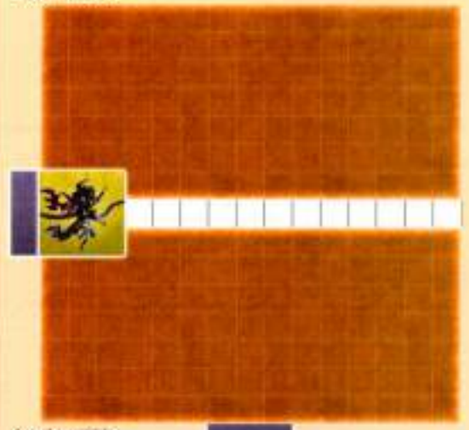
Calofisteri Tactics

Attack using **Haircut**, placing the marker on the side of the encounter map not chosen in the previous round.

INVK Haircut *Primary, Stationary Marker, Physical, Invoked*

Marker Area: A stationary 15x7 area on the northern or southern side of the encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets.

Northern Side



Southern Side

Echidna Tactics

Attack using **Petrifaction**, placing the marker so that it extends to the edge of the encounter map opposite Calofisteri's **Haircut** marker.

INVK Petrifaction *Primary, Stationary Marker, Magic, Invoked*

Origin: 5 squares adjacent to this character
Marker Area: A stationary cone extending to the edge of the encounter map from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: **Petrifies** all targets.

Diabolos

Diabolos Tactics

Attack using the following abilities: (Camisado → Ultimate Terror).

- **Camisado:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Ultimate Terror:** Place the marker on this character.

Camisado *Primary, Physical*

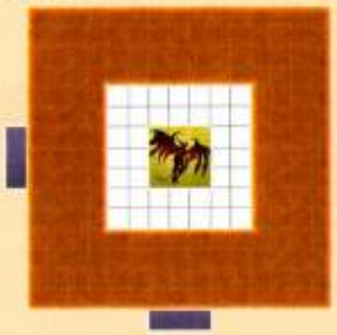
Target: Single **Range:** 1 square
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 50 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

NWK Ultimate Terror *Primary, Stationary Marker, Magic, Invoked*

Origin: All squares occupied by this character
Marker Area: A stationary 15x15 area centered on the origin that excludes all squares within 2 squares of the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage and inflicts **Diabolic Curse** on all targets.

Diabolic Curse

- Whenever a character afflicted with **Diabolic Curse** takes damage, they suffer 10 additional damage.
- **Diabolic Curse** is removed at the end of the phase. It cannot be removed by effects that remove enfeeblements.
- **Diabolic Curse** can be stacked.



Round 5

At the beginning of the round, adventurers with abilities that have a limited number of uses per phase have a single use of each restored. ★ abilities are not affected.

If an adventurer uses an ability that creates an area or object, remove any areas or objects previously created by that ability before adding the new area or object to the encounter map.

Enemy Turn Order: 1. Calofisteri
2. Echidna
3. Diabolos

Calofisteri Tactics

Attack all adventurers on the encounter map using **Dancing Mad**.

Dancing Mad *Primary, Physical*

Target: All enemies within range **Range:** The entire encounter map
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 50 damage to all targets, then remove this character from the encounter map.
Direct Hit: Deals an additional 1d6 damage.
This character does not drop a Mhachi Anchor after resolving **Dancing Mad**.

Echidna Tactics

Attack all adventurers on the encounter map using **Nemesis Burst**.

Nemesis Burst *Primary, Physical*

Target: All enemies within range **Range:** The entire encounter map
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 50 damage to all targets, then remove this character from the encounter map.
Direct Hit: Deals an additional 1d6 damage.
This character does not drop a Mhachi Anchor after resolving **Nemesis Burst**.

Diabolos Tactics

Attack using the following abilities: (Aether Feast → Void Call → Void Talons).

- **Aether Feast:** Resolve the base effect.
- **Void Call:** Place Ferdiad in front of the western diabolic gate and Scathach in front of the southern diabolic gate. Ferdiad and Scathach do not perform any actions this round.
- **Void Talons:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.

Aether Feast *Primary, Unique*

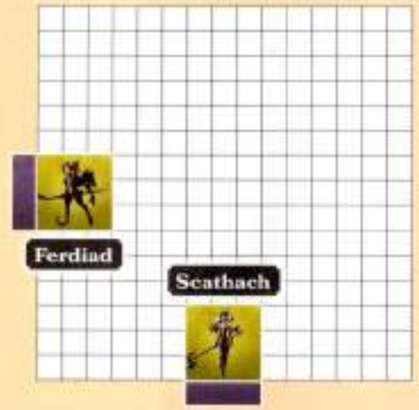
Base Effect: Grants **Haircut** and **Petrifaction** until the end of this phase.

When Diabolos uses **Aether Feast**, read the following cutscene aloud for the other players:

> Diabolos extends a clawed hand towards the remains of the other voidsent, draining them of the last dregs of aether.

Void Call *Primary, Unique*

Base Effect: Place Ferdiad and Scathach on the encounter map. If a character is present in Ferdiad or Scathach's starting squares, move that character to the nearest unoccupied square, as determined by the GM. They are then knocked **Prone**.



Void Talons *Primary, Physical*

Target: Single **Range:** 1 square
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 20 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Round 6

At the end of the [Adventurer Step], remove all gravity orbs from the encounter map.

Enemy Turn Order: 1. Ferdiad
2. Scathach
3. Diabolos

Ferdiad Tactics

Attack using **Black Wind**, placing the markers on the tank and the healer.

NWK Black Wind *Primary, Stationary Marker, Physical, Invoked*

Origin: 2 squares, each occupied by 1 tank or healer
Marker Area: Two stationary 3x3 areas, one centered on each origin
Target: All squares within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Creates an abyssal scythe in each marker area.

Encounter Mechanic: Abyssal Scythes

When an abyssal scythe is created, all adventurers within the abyssal scythe suffer 30 damage.

Characters can move through or end their movement in squares occupied by an abyssal scythe. However, adventurers who move into a square occupied by an abyssal scythe suffer 30 damage.

Scathach Tactics

Attack using **Nox**, placing the markers on two DPS, regardless of whether a tank has **Enmity** on this character.

NWK Nox *Primary, Stationary Marker, Magic, Invoked*

Origin: 2 squares, each occupied by 1 DPS
Marker Area: Two stationary 5x5 areas, one centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets.

Diabolos Tactics

Attack using the following abilities: (Camisado → Haircut).

- **Camisado:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Haircut:** Choose the nearest adventurer. If a tank has **Enmity** on this character, choose the tank instead. Place the marker on the side of the encounter map to the left or right of this character, chosen at random.

Camisado *Primary, Physical*

Target: Single **Range:** 1 square
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 50 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

NWK Haircut *Primary, Stationary Marker, Physical, Invoked*

Marker Area: A stationary area on the left or right side of this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets.

Right Side

Left Side

Ferdiad

Round 7

Enemy Turn Order: 1. Ferdiad
2. Scathach
3. Diabolos

Ferdiad Tactics

Attack using the following abilities: (**Wormhole - Aether** → **Wormhole - Aetherial Chakram**).

- **Wormhole - Aether:** Place the marker on a random non-tank adventurer, regardless of whether a tank has **Enmity** on this character.
- **Wormhole - Aetherial Chakram:** Place the marker on a random non-tank adventurer that isn't already the origin for **Wormhole - Aether**, regardless of whether a tank has **Enmity** on this character.

Wormhole - Aether
Primary, Mobile Marker, Physical, Invoked
Origin: 1 non-tank enemy
Marker Area: A mobile 3x3 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 40 damage to all targets.

Wormhole - Aetherial Chakram
Primary, Mobile Marker, Physical, Invoked
Origin: 1 non-tank enemy
Marker Area: A mobile 15x15 area centered on the origin that moves with the origin and excludes all squares within 2 squares of the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 40 damage to all targets.

Scathach Tactics

Attack using the following abilities: (**Nox** → **Shadethrust**).

- **Nox:** Place the markers on two DPS, regardless of whether a tank has **Enmity** on this character.
- **Shadethrust:** Place the marker on the encounter map.

Nox
Primary, Stationary Marker, Magic, Invoked
Origin: 2 squares, each occupied by 1 DPS
Marker Area: Two stationary 5x5 areas, one centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets.

Shadethrust
Primary, Stationary Marker, Magic, Invoked
Marker Area: All squares between this character and the northern diabolic gate
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage and inflicts a **DOT (10)** on all targets.

Diabolos Tactics

Attack using **Petrifaction**, placing the marker to include the nearest adventurer and as many other adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

Petrifaction
Primary, Stationary Marker, Magic, Invoked
Origin: 5 squares adjacent to this character
Marker Area: A stationary cone extending to the edge of the encounter map from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: **Petrifies** all targets.

Round 8

Enemy Turn Order: 1. Ferdiad
2. Scathach
3. Diabolos

Ferdiad Tactics

Attack all adventurers on the encounter map using **Jester's Jig**.

Jester's Jig
Primary, Physical
Target: All enemies within range **Range:** The entire encounter map
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 50 damage to all targets, then remove this character from the encounter map.
Direct Hit: Deals an additional 1d6 damage.
This character does not drop a Mhachi Anchor after resolving **Jester's Jig**.

Scathach Tactics

Attack all adventurers on the encounter map using **Thirty Souls**.

Thirty Souls
Primary, Physical
Target: All enemies within range **Range:** The entire encounter map
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 50 damage to all targets, then remove this character from the encounter map.
Direct Hit: Deals an additional 1d6 damage.
This character does not drop a Mhachi Anchor after resolving **Thirty Souls**.

Diabolos Tactics

Attack using the following abilities: (**Aether Feast** → **Ruinous Omen**).

- **Aether Feast:** Resolve the base effect.
- **Ruinous Omen:** Place the marker on the encounter map.

Aether Feast
Primary, Unique
Base Effect: Grants **Ruinous Omen** until the end of this phase.

Ruinous Omen
Primary, Stationary Marker, Unique, Invoked
Marker Area: The entire encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Reduces all targets to 0 HP. If all of the adventurers are under the effect of **Mhachi Artifice**, deals 40 damage to all targets instead.

When Diabolos uses **Ruinous Omen**, read the following cutscene aloud for the other players:

Diabolos: *Not even in eternal sleep shall you be free from the terror of my weaving!*

Round 9

At the beginning of Diabolos's turn, **Ruinous Omen**'s marker is resolved.

Transitioning to Phase 2

The encounter transitions to its second phase at the end of round 9.

A Ballad Gone Wrong

If even a single adventurer is not under the effect of **Mhachi Artifice** at the end of round 9, the party is defeated and this challenge duty comes to an end. Read the following passage aloud for the other players:

Diabolos draws forth a sphere of pure Darkness, which detonates with a blast of eldritch power. The Darkness penetrates your defenses, and tendrils of shadow take hold of your still-beating heart.

You close your eyes, knowing you have mere moments left to live...and open them again to find yourselves back in the Seventh Heaven once more.

Wandering Minstrel: *No, no, that is not the way it happened... Forgive me, it would appear I've mislaid the tale. Shall I begin again?*

If the players wish to try again, you may restart this challenge duty from the beginning of phase 1.

Scathach

Phase 2

Before beginning phase 2, read the following passage aloud for the other players:

Diabolos: *Not even the sage of old could withstand such an onslaught... This tiresome battle hath dragged on overlong. Enough.*

The voidsent spreads his arms as a fulminating orb of Darkness consumes him. The orb pulses with dark energies before bursting in a wave of tenebrous force. Diabolos emerges greatly changed—a second pair of bat-like wings now protrude from his back, and his entire body is encased in hardened shadow.

Diabolos: Yes. *The glory! An infinite well of shadow! Now give in, and let the void consume you!*

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Diabolos x1 (D)

Before beginning phase 2, remove all abyssal scythes from the encounter map.

Move Diabolos to his new starting position, then allow the players to choose new starting positions for their adventurers.

Diabolos retains his HP from phase 1.

At the beginning of round 7, inform the players that their adventurers can use limit breaks.

Encounter Data

Diabolos (Phase 2)

Size: Huge (3x3) · Voidsent — Vigilance: 15
Defense: 15 — Magic Defense: 15
Max HP: 1600 — Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+6	+5	+5	+7	+6

Traits

Elite Foe: Lord of the Void
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, and **Knocked Out**, and markers they have generated cannot be removed. Be sure to inform the players of this before continuing the encounter.

Encounter Timeline (Phase 2)

Diabolos will act according to the following timeline, using the abilities and tactics outlined for each round.

Round 1

Diabolos Tactics

Attack using the following abilities: (**Blessing of the Void** → **Dream Shroud** → **Hollow Camisado**).

- **Blessing of the Void:** Resolve the base effect.
- **Dream Shroud:** Target all adventurers on the encounter map.
- **Hollow Camisado:** Place the marker on the nearest adventurer. If a tank has **Enmity** on this character, place the marker on the tank instead.

Blessing of the Void — *Secondary, Magic*
Base Effect: Grants a barrier of 800 HP.

Dream Shroud — *Primary, Magic*
Target: All enemies within range
Range: The entire encounter map
Base Effect: Deals 20 damage to all targets.

MWK Hollow Camisado — *Primary, Mobile Marker, Physical, Invoked*
Origin: 1 enemy
Marker Area: A mobile area centered on the origin that moves with the origin
Target: The origin
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 60 damage and inflicts a **DOT (10)** on the target.

When Diabolos uses **Blessing of the Void**, read the following cutscene aloud for the other players:

Diabolos: *Shadow itself shall be mine armor! Come! Strike your feeble blows in vain!*

Round 2

Diabolos Tactics

Attack using the following abilities: (**Hollow Nightmare** → **Hollow Night**).

- **Hollow Nightmare:** Target a random adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Hollow Night:** Place the marker on a random adventurer. If a tank has **Enmity** on this character, place the marker on the tank instead.

Hollow Nightmare — *Primary, Magic*
Target: Single **Range:** 10 squares
Base Effect: Inflicts **Doom** on the target.

Doom
- A **Doomed** adventurer is reduced to 0 HP and **Knocked Out** at the end of the next [Adventurer Step].

MWK Hollow Night — *Primary, Mobile Marker, Magic, Invoked*
Origin: 1 enemy
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 60 damage divided evenly (rounded up) amongst all targets. All non-origin targets must make a DEX or INT check with a CR of 16. Any character who fails this check is forced to move up to 5 squares, as determined by the GM.

Round 3

Diabolos Tactics

Attack using the following abilities: (**Camisado** → **Shadethrust**).

- **Camisado:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Shadethrust:** Place the marker to include as many adventurers as possible, regardless of whether a tank has **Enmity** on this character.

Camisado — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 50 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

MWK Shadethrust — *Primary, Stationary Marker, Magic, Invoked*
Marker Area: A stationary 3x∞ area extending in a straight line from 3 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage and inflicts a **DOT (15)** on all targets.

Round 4

Diabolos Tactics

Attack using the following abilities: (**Ruinous Omen** → **Hollow Camisado**).

- **Ruinous Omen:** Target all adventurers on the encounter map.
- **Hollow Camisado:** Place the marker on the nearest adventurer. If a tank has **Enmity** on this character, place the marker on the tank instead.

Ruinous Omen — *Primary, Magic*
Target: All enemies within range
Range: The entire encounter map
Check: INT (d20 + 7) **CR:** Target's **Magic Defense**
Base Effect: Deals 40 damage to all targets.
Direct Hit: Deals an additional 1d6 damage.

MWK Hollow Camisado — *Primary, Mobile Marker, Physical, Invoked*
Origin: 1 enemy
Marker Area: A mobile area centered on the origin that moves with the origin
Target: The origin
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 60 damage and inflicts a **DOT (10)** on the target.

When Diabolos uses **Ruinous Omen**, read the following cutscene aloud for the other players:

Diabolos: *To face me is to face thy deepest, darkest nightmares!*

Round 5

At the beginning of the round, adventurers with abilities that have a limited number of uses per phase have a single use of each restored. ★ abilities are not affected.

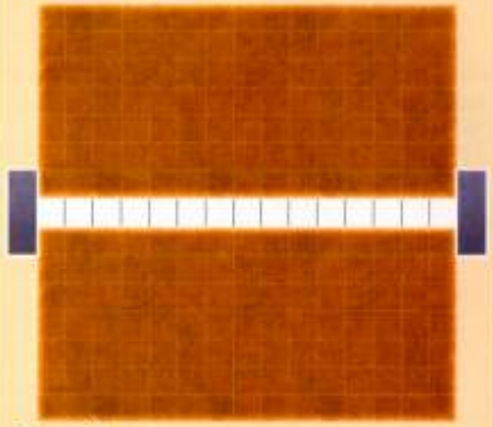
If an adventurer uses an ability that creates an area or object, remove any areas or objects previously created by that ability before adding the new area or object to the encounter map.

At the beginning of the [Enemy Step], a diabolic gate appears outside the eastern or western edge of the encounter map, from which a shade of the fallen voidsent Calofisteri emerges and uses **Haircut**. Place the marker on the northern or southern side of the encounter map, chosen at random. The marker generated by **Haircut** does not have a creator. It cannot be removed from the encounter map and its damage cannot be mitigated by effects that target an enemy. The diabolic gate then vanishes along with Calofisteri's phantom.

Neither the diabolic gate nor the phantom that emerges can be affected by abilities, items, traits, or any other effects.

Haircut *Primary, Stationary Marker, Physical, Invoked*
Marker Area: A stationary 15x7 area on the northern or southern side of the encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of the next [Enemy Step]
Marker Effect: Deals 50 damage to all targets.

Northern Side



Southern Side

Diabolos Tactics
Attack using **Hollow Terror**, placing the marker on this character.

Hollow Terror *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 15x15 area centered on the origin that excludes all squares within 2 squares of the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage and inflicts a **DOT (10)** and **Diabolic Curse** on all targets.

Diabolic Curse
- Whenever a character afflicted with **Diabolic Curse** takes damage, they suffer 10 additional damage.
- **Diabolic Curse** is removed at the end of the phase. It cannot be removed by effects that remove enfeeblements.
- **Diabolic Curse** can be stacked.

Round 6
Diabolos Tactics
Attack using the following abilities: (**Ruinous Omen** → **Nox**).
- **Ruinous Omen:** Target all adventurers on the encounter map.
- **Nox:** Place the markers on two DPS, regardless of whether a tank has **Enmity** on this character.

Ruinous Omen *Primary, Magic*
Target: All enemies within range
Range: The entire encounter map
Check: INT (d20 + 7) **CR:** Target's **Magic Defense**
Base Effect: Deals 40 damage to all targets.
Direct Hit: Deals an additional 1d6 damage.

Nox *Primary, Stationary Marker, Magic, Invoked*
Origin: 2 squares, each occupied by 1 DPS
Marker Area: Two stationary 5x5 areas, one centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets.

Round 7
At this point in the encounter, the adventurers can use their limit breaks. Make sure to inform the players of this now.

Diabolos Tactics
Attack using the following abilities: (**Nox** → **Camisado** → **Hollow Camisado**).
- **Nox:** Place the markers on two DPS, regardless of whether a tank has **Enmity** on this character.
- **Camisado:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Hollow Camisado:** Place the marker on the nearest adventurer. If a tank has **Enmity** on this character, place the marker on the tank instead.

Nox *Primary, Stationary Marker, Magic, Invoked*
Origin: 2 squares, each occupied by 1 DPS
Marker Area: Two stationary 5x5 areas, one centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage to all targets.

Camisado *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 50 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Hollow Camisado *Primary, Mobile Marker, Physical, Invoked*
Origin: 1 enemy
Marker Area: A mobile area centered on the origin that moves with the origin
Target: The origin
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 60 damage and inflicts a **DOT (10)** on the target.

Round 8
Diabolos Tactics
Attack using the following abilities: (**Blindside** → **Hollow Terror**).
- **Blindside:** Place the marker on the tank.
- **Hollow Terror:** Place the marker on this character.

Blindside *Primary, Mobile Marker, Magic, Invoked*
Origin: 1 tank
Marker Area: A mobile 3x3 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 100 damage divided evenly (rounded up) amongst all targets.

Hollow Terror *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 15x15 area centered on the origin that excludes all squares within 2 squares of the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 50 damage and inflicts a **DOT (10)** and **Diabolic Curse** on all targets.

Diabolic Curse
- Whenever a character afflicted with **Diabolic Curse** takes damage, they suffer 10 additional damage.
- **Diabolic Curse** is removed at the end of the phase. It cannot be removed by effects that remove enfeeblements.
- **Diabolic Curse** can be stacked.

Round 9
At the beginning of the [Enemy Step], a diabolic gate appears outside the northwestern, northern, northeastern, and eastern edge of the encounter map, from which shades of the fallen voidsent Calofisteri, Echidna, Ferdiad, and Scathach emerge and use **Abyssal Shadethrust**. Place the marker on the encounter map. The marker generated by **Abyssal Shadethrust** does not have a creator. It cannot be removed from the encounter map and its damage cannot be mitigated by effects that target an enemy. The diabolic gates then vanish along with the phantom voidsent.
Neither the diabolic gates nor the phantoms that emerge can be affected by abilities, items, traits, or any other effects.

Abyssal Shadethrust
Primary, Stationary Marker, Magic, Invoked
Marker Area: A stationary area centered on the encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of the next [Enemy Step]
Marker Effect: Deals 50 damage and inflicts a **DOT (10)** on all targets.

Diabolos Tactics
Attack using **Blindside**, placing the marker on the tank.

Blindside *Primary, Mobile Marker, Magic, Invoked*
Origin: 1 tank
Marker Area: A mobile 3x3 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 100 damage divided evenly (rounded up) amongst all targets.

Round 10
Diabolos Tactics
Attack using **Hollow Omen**, placing the marker on the encounter map.

Hollow Omen
Primary, Stationary Marker, Unique, Invoked
Marker Area: The entire encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Reduces all targets to 0 HP.

When Diabolos uses **Hollow Omen**, read the following cutscene aloud for the other players:

Diabolos: *From the depths of shadow's well shall rise your ruination!*

Round 11
At the beginning of Diabolos's turn, **Hollow Omen**'s marker is resolved and the party is defeated.

Ending the Encounter

The encounter ends when Diabolos has been reduced to 0 HP. If the party is defeated, read the passage under A Ballad Gone Wrong on page 151 instead. Should the players wish to try again, you may restart this challenge duty from the beginning of phase 2.

Diabolos

A Final Flourish

As the final notes of the minstrel's song fade away, the vision of the shadowy ruins dissipates from your mind's eye. You open your eyes to find the charismatic bard beaming at you within the familiar taproom of the Seventh Heaven.

Wandering Minstrel: *So fell the mighty Diabolos, putting an end to his dark ambitions. Far-fetched though it may sound, I assure you that this is more than a simple story meant to frighten misbehaving children.*

Diabolos was summoned unto our realm in the twilight years of the Fifth Astral Era, when the black mages of Mhach turned their army of undead loose on the ancient city of Amdapor. Though the Amdapori magi managed to seal him away with their white magicks—at great cost, it is said—their civilization was swept away by the Calamity of Water soon after.

For centuries, the void lord slumbered, until the coming of the Seventh Umbral Calamity loosened the seal enough for the creature to slip his bonds. Fortunately, the Seedseers sensed his awakening, and dispatched a stalwart adventurer to deal with the threat for good and all.

Of course, even the most brilliant light cannot always banish the deepest shadows. I have an uncanny feeling that this isn't the last we have heard of this foul creature...

His performance concluded, the wandering minstrel pulls over a chair and takes a seat at your table.

Wandering Minstrel: *From the looks on your faces, I take it my work here is done. Full glad am I that yours were the first ears to bear witness to my newest epic.*

And now, my friends, I must ask: might you indulge me with tales of your adventures? There is no such thing as too much inspiration for one in my line of trade.

Your stories find an eager audience in the wandering minstrel, who listens with unwavering attention as you recount your recent deeds, both great and small. When at last you part ways, you find yourselves wondering once more about the bard and his mysterious musical ministrations.

Just who is the wandering minstrel? That, suffice it to say, is a story for another day.

To Be Continued...

FATEs

In Final Fantasy XIV, Full Active Time Events—better known as FATEs—are dynamic, open-world encounters that appear spontaneously across Eorzea and beyond.

FATEs in the Final Fantasy XIV TTRPG serve a similar function by providing opportunities for the adventurers to engage with the world around them. A FATE typically consists of a single encounter that can be completed in an hour or two, so you can run one as a short, standalone adventure or incorporate it into the narrative of a longer scenario.

Like scenarios, FATEs are designed with a particular level and party size in mind. If your players are using adventurers of a higher or lower level than a particular FATE recommends, you will likely want them to sync their adventurers' level before beginning the game.

1. **Lv.:** The FATE's recommended level.
2. **Title:** The FATE's title.
3. **Visual:** A depiction of a character or location relevant to the FATE.
4. **Description:** A brief passage that provides context or backstory for the FATE.

Victory Conditions

Every FATE outlines conditions which, once accomplished, result in the party's victory. Of course, if all of the adventurers are **Knocked Out** in the attempt, the FATE concludes in whatever manner you choose to handle party defeat instead.

If the adventurers triumph, have the players mark down that they have completed that FATE in the profile section of their adventurer sheets. Alternatively, they can keep track of their accomplishments in a notebook or journal that serves as a record of their past adventures.

If the party is on the brink of defeat or the players feel they have very little chance of victory, they can flee from a FATE at any time. No actions or checks are required to do so. While there is no penalty for abandoning a FATE, it is generally best to assume that the party cannot attempt the same FATE again until their next adventure.

FATEs as Short Scenarios

What do you do if your group only has a few short hours in which to play, or completes a scenario with time to spare and wants to keep going? While you certainly could start in on a new adventure, another option is to run a FATE instead.

If you opt to transform a FATE into its own mini-scenario, you'll need to start by building out a story around it. As most FATEs involve the party battling a group of monsters, the most straightforward way to do this is to introduce a monster-vexed NPC and have them ask the adventurers to dispatch the troublesome beasts. Once the party deals with the threat, the NPC expresses their gratitude and furnishes them with a suitable reward. This is hardly the only kind of plot you can weave around a FATE, and if you hit upon an intriguing idea for a fun narrative, bring it to the table for your players to enjoy.

FATEs as Building Blocks

Modifying premade FATEs can be a quick and rewarding way to create new content for your group, especially if you find the idea of tinkering with the ins and outs of encounters appealing. You could take an existing FATE and change the region in which it takes place, then rename the monsters and NPCs or swap them out entirely to account for the new setting. You can also add in weather (pages 57 - 60), special squares (pages 53 - 56), and objects (pages 61 - 62) to fully realize your creative vision. However you choose to alter your FATE, just be sure to tweak its description to account for the changes you made.

FATE Chains

While most FATEs are self-contained, some continue from where another FATE leaves off, linking together into what is commonly known as a FATE chain. There is, of course, nothing stopping you from running an individual FATE from a chain as a standalone encounter. However, playing through a FATE chain in the intended order allows players to engage with a continuous storyline spread out across a series of related encounters.

You can even combine individual FATEs into an original FATE chain by coming up with an overarching narrative that brings them together. Keep in mind that transitioning from one FATE to another often involves NPC dialogue or travel from one location to another, so you can easily incorporate opportunities for roleplaying and plan for breaks between encounters so the party can shop for items, purchase augmentations, and perform personal quests.

If you aren't sure how to link two unrelated FATEs, you can always ask the other players in your group for ideas. After the party completes the first FATE in the chain, simply pause the game, explain the premise of the next FATE, then open the floor to suggestions. While it's true that the GM is the lead storyteller, TTRPGs are meant to be a collaborative medium, so there's nothing wrong with turning to your fellow players for advice.

Scenario & Gamemaster Guide FATE 1: It's Not Lupus

An Eastern La Noscea FATE, Recommended for a Light Party of Level 30 Adventurers

Lv. 30

It's Not Lupus

Player Information

Description

Claws so powerful they can split a rock in two. A shell so hard, not even the hammer of a mighty hecatoncheir can crack it. Cancer, a crab rumored to have been spawned in the heavens, has appeared in eastern La Noscea. Slay him and become the stuff of legends!

Victory Conditions

The adventurers win by reducing Cancer to 0 HP.

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Cancer x1 (C)
2. Acubens x5 (A)
3. Snipper x4 (S)

Enemy Tactics

Cancer: Attack using **Combo**.

- **Wallop:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Crab Dribble:** Place the markers on two random DPS, regardless of whether a tank has **Enmity** on this character (odd rounds only).
- **Bubble Shower:** Place the marker on the tank (even rounds only).

At any point during this character's turn, attack using **Bubble Bath** as well (phase 2 only). Place the marker on a random adventurer, regardless of whether a tank has **Enmity** on this character.

Acubens: Attack the nearest adventurer using **Irritating Tendrils**. If a tank has **Enmity** on this character, target the tank instead.

Snipper: This character does not perform any actions until an adventurer moves within 4 squares of it or affects it with an ability. Once any of these conditions have been met, attack the nearest adventurer using **Big Scissors**. If a tank has **Enmity** on this character, target the tank instead.

Special Squares

▲ **Rocky Outcrop:** Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying characters. Rocky outcrops are considered to be difficult terrain (see page 53).

∬ **Deep Water:** Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying and non-aquatic characters.

A character in deep water cannot use abilities, though they may still perform primary and secondary actions. Additionally, characters receive one advantage die when making ability checks targeting an enemy in deep water.

The enemies in this encounter are not affected by special squares.

Acubens

Cancer

Encounter Data

Cancer (Phase 1 & 2) — Solo

Size: Huge (3x3) · Wavekin — Vigilance: 10
Defense: 18 — Magic Defense: 12
Max HP: 80 — Speed: 3 squares

STR	DEX	VIT	INT	MND
+4	+0	+4	-3	+0

Traits

Elite Foe: Hard-Shell Crab
This character cannot be **Stunned**. Be sure to inform the players of this before beginning the encounter.

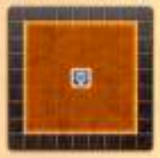
Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Wallop**, then use either **Crab Dribble** or **Bubble Shower**.

Wallop — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Crab Dribble — *Primary, Stationary Marker, Physical, Invoked*
Origin: 2 squares, each occupied by 1 DPS
Marker Area: Two stationary 5x5 areas, one centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 12 damage to all targets.

Bubble Shower — *Primary, Stationary Marker, Magic, Water-Aspected, Invoked*
Origin: 1 square occupied by 1 tank
Marker Area: A stationary 7x7 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 12 damage to all targets.



Phase 2 Abilities

Bubble Bath — *Secondary, Mobile Marker, Magic*
Origin: 1 enemy
Marker Area: A mobile 3x3 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Inflicts **Sleep** on all targets. All squares within the marker area are covered in bubbles, changing them into difficult terrain (▲) until the end of the encounter.
Limitation: Phase 2 only

Acubens (Phase 1 & 2) — Mob

Size: Medium (1x1) · Wavekin — Vigilance: 12
Defense: 12 — Magic Defense: 14
Max HP: 10 — Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+0	+4	+2	0	+2

Abilities

Irritating Tendrils — *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 5 damage to the target.
Direct Hit: Inflicts **Paralysis**.

Snipper (Phase 1 & 2) — Mob

Size: Medium (1x1) · Wavekin — Vigilance: 12
Defense: 14 — Magic Defense: 12
Max HP: 20 — Speed: 6 squares

STR	DEX	VIT	INT	MND
+0	+4	+2	+0	+2

Abilities

Big Scissors — *Primary, Physical*
Target: Single **Range:** 1 square
Base Effect: Deals 5 damage to the target.

Transitioning to Phase 2

The encounter transitions to its second phase once Cancer has been reduced to 0 HP. This occurs either at the end of the [Adventurer Step] or the [Enemy Step], whichever comes first. When phase 2 begins, reset Cancer's HP.

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Cancer x1 (C)
2. Remaining Acubens (A)
3. Remaining Snippers (S)

At this point in the encounter, the adventurers can use their limit breaks. Make sure to inform the players of this now.

All remaining enemies retain their positions and HP from phase 1, and use the same encounter data as in the previous phase.

If there are fewer than five acubens remaining, add additional acubens to the encounter map in one or more of the squares marked with an A to replenish their ranks. If all of the squares marked with an A are occupied by other characters, place the acubens in one of the nearest unoccupied squares instead.

Ending the Encounter

The encounter ends when Cancer has been reduced to 0 HP, regardless of whether any other enemies remain on the encounter map.

Increasing FATE Difficulty

If you'd like to make this FATE a more challenging encounter, consider applying one or more of the following changes in the order suggested below.

1. Increase Cancer's **STR** to +5, then adjust **Wallop** as follows:
   Check: STR (d20 + 5) **Base Effect:** Deals 5 damage to the target.
2. Increase each snipper's **Max HP** to 25.
3. Increase each acubens's **Max HP** to 15.
4. Increase Cancer's **Defense** to 17 and **Magic Defense** to 13.

Scenario & Gamemaster Guide FATE 2: No Lip

An Eastern La Noscea FATE, Recommended for a Light Party of Level 30 Adventurers

Lv. 30

No Lip

Player Information

Description

The Bloodshore colibri are devouring the area's rainbowlip oysters, leaving none for the poor young women who maintain their livelihood by selling the shells to Ul'dahn goldsmiths. Slay the gluttonous birds and retrieve the shells from the corpses' bellies.

Victory Conditions

The adventurers win by collecting a total of twelve Rainbowlip Oysters by the third round of phase 2.

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Colibri x4 (C1)
2. Wind Sprite x2 (W1)

Before beginning phase 1, place one Rainbowlip Oyster in each square marked with ★1. You may use any tokens you have on hand to represent these quest items.

Collecting Rainbowlip Oysters

Adventurers collect one Rainbowlip Oyster each time they reduce a colibri to 0 HP. Rainbowlip Oysters can also be collected by using **Gather**. For more information, see the frequently asked questions on page 175.

Gather	*Primary, Unique*
Base Effect: Collect a Rainbowlip Oyster from 1 square occupied by this character, then remove it from the encounter map.	

Enemy Tactics

Colibri: This character does not perform any actions until an adventurer moves within 5 squares of it or affects it with an ability. Once any of the conditions have been met, attack using **Combo**.

- **Loop:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Slowcall:** Place the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead. If no adventurers are within range, place the marker so that it is positioned as close to the nearest adventurer as possible.

Wind Sprite: This character does not perform any actions until an adventurer moves within 5 squares of it or affects it with an ability. Once any of the conditions have been met, attack the nearest adventurer using **Aero**. If a tank has **Enmity** on this character, target the tank instead.

Neither the colibri nor the wind sprites will attack the adventurers unless provoked as described in the tactics above. You may choose to share this information with the other players at the start of this encounter to lower its difficulty, or keep this information secret to increase its difficulty.

Special Squares

▲ **Rocky Outcrop:** Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying characters. Rocky outcrops are considered to be difficult terrain (see page 53).

Deep Water: Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying and non-aquatic characters.

A character in deep water cannot use abilities, though they may still perform primary and secondary actions. Additionally, characters receive one advantage die when making ability checks targeting an enemy in deep water.

✖ **Hut:** Characters cannot move into or through these squares. Huts are considered to be obstacles (see page 54). They may also be considered obstructions, to which the optional rules for line of sight apply (see page 56).

Transitioning to Phase 2

The encounter transitions to its second phase at the end of round 3.

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Remaining Colibri (C1) & Colibri x4 (C2)
2. Remaining Wind Sprites (W1) & Wind Sprite x2 (W2)

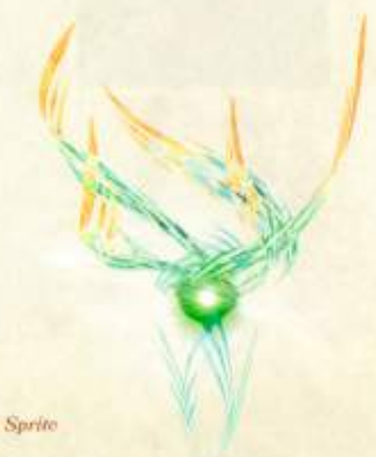
Before beginning phase 2, remove all Rainbowlip Oysters from the encounter map, then place one Rainbowlip Oyster in each square marked with ★2. You may use any tokens you have on hand to represent these quest items.

Before the first [Adventurer Step] of phase 2, resolve all **Slowcall** markers on the encounter map.

The colibri and wind sprites retain their positions and HP from phase 1, and use the same encounter data as in the previous phase.

Ending the Encounter

The encounter ends when the adventurers have collected twelve Rainbowlip Oysters, or at the end of the third round of phase 2.



Wind Sprite

Colibri

Encounter Data

Colibri (Phase 1 & 2) — Mob

Size: Medium (1x1) - Cloudkin | Vigilance: 10
Defense: 13 | Magic Defense: 11
Max HP: 30 | Speed: 8 squares (flying)

STR	DEX	VIT	INT	MND
+0	+3	+1	+0	+0

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Loop**, then use **Slowcall**.

Loop — *Primary, Physical*
Target: Single Range: 1 square
Check: DEX (d20 + 3) CR: Target's Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Slowcall — *Primary, Stationary Marker, Magic*
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn or the beginning of phase 2
Marker Effect: Deals 5 damage and **Slows** all targets until the end of their next turns.

Wind Sprite (Phase 1 & 2) — Menace

Size: Medium (1x1) - Elemental | Vigilance: 10
Defense: 12 | Magic Defense: 14
Max HP: 20 | Speed: 3 squares (flying)

STR	DEX	VIT	INT	MND
+0	+1	+2	+4	+0

Abilities

Aero — *Primary, Magic, Wind-Aspected, Invoked*
Target: Single Range: 10 squares
Check: INT (d20 + 4) CR: Target's Magic Defense
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Scenario & Gamemaster Guide FATE 3: Svara's Fear

A Coerthas Central Highlands FATE, Recommended for a Light Party of Level 40 Adventurers

Lv. 40

Svara's Fear

Player Information

Description

The Observatorium reports that the dragon Svara has been seen flying in the direction of the Steel Vigil. Ishgardian engineers are in position and have begun readying a dragonslayer cannon; however, deadly threats approach from all sides. Fend off the encroaching horde so that the engineers can finish their preparations.

Victory Conditions

The adventurers win if at least one House Fortemps engineer has not been **Knocked Out** at the end of the sixth round.

Preparing the Encounter

Enemy Turn Order: 1. Thrustaevis x3 (T)
Ally Turn Order: 1. House Fortemps Engineer x2 (E)
Before beginning the encounter, explain its mechanics to the other players.

Enemy Reinforcements

At the end of each round, additional thrustaevis arrive to join the fray. Add these reinforcements to the encounter map in one or more of the positions marked with a T. The number of reinforcements is determined by the number of rounds that have elapsed since the start of the encounter. For example, at the end of round 2, the GM adds two thrustaevis to the encounter map. If another character occupies a square in which a thrustaevis is meant to be placed, place the thrustaevis in the nearest unoccupied position.

Encounter Mechanic: Talonhold Traps

Before this encounter begins, the allied engineers provide each adventurer with a single talonhold trap. At any point during an adventurer's turn, they may use their free action to place this trap in 1 square they occupy. Only a single trap can be placed in a given square at a time. When an enemy enters a square in which a talonhold trap has been placed, the trap is removed and they are rendered **Immobile**.

Immobile

- An **Immobile** character cannot perform standard movement actions and ignores all movement effects until the end of the encounter.

Enemy Tactics

Thrustaevis: Attack using **Combo**.
- **Lunge:** Target an adventurer who affected this character with an ability this round. If a tank has **Enmity** on this character, target the tank instead.
- **Electric Velitation:** Place the marker on **Lunge**'s target (odd rounds only).
- **Strident Scream:** Place the marker to include **Lunge**'s target and as many other adventurers as possible (even rounds only).

If a tank does not have **Enmity** on this character and no other adventurers have affected them with an ability this round, attack the nearest House Fortemps engineer using **Harrowing Jaws** instead of using **Combo**.

Before attacking, thrustaevis use a standard movement to advance in a straight line towards their chosen target. They will not attempt to avoid talonhold traps. Keep in mind that because characters can move through squares occupied by enemies at least one size smaller than them, thrustaevis are able to move past the adventurers, provided they end their turn in empty squares.

Thrustaevis

Ending the Encounter

The encounter ends after six rounds or when all House Fortemps engineers have been reduced to 0 HP. At the end of the sixth round, several House Fortemps guards join the fray to do battle with the remaining thrustaevis.

If the adventurers were victorious, you may continue this FATE chain with FATE 4: Svara's Fall.

Encounter Data

Thrustaevis — Menace

Size: Large (2x2) · Dragon — Vigilance: 10
Defense: 14 — Magic Defense: 13
Max HP: 40 — Speed: 6 squares

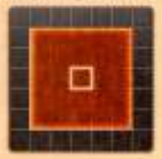
STR	DEX	VIT	INT	MND
+3	+2	+3	-1	+0

Abilities

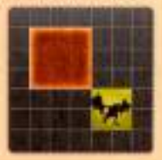
Combo — *Primary, Unique*
Base Effect: Attack using **Lunge**, then use either **Electric Velitation** or **Strident Scream**.

Lunge — *Primary, Physical*
Target: Single **Range:** 1 square
Check: **STR** (d20 + 3) **CR:** Target's **Defense**
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Electric Velitation
Primary, Stationary Marker, Magic, Lightning-Aspected
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 12 damage to all targets.



Strident Scream — *Primary, Stationary Marker, Magic*
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 12 damage to all targets.



Harrowing Jaws — *Primary, Physical*
Target: 1 non-adventurer character **Range:** 2 squares
Base Effect: Deals 10 damage to the target.

House Fortemps Engineer

Size: Medium (1x1) · Elezen — Vigilance: 11
Defense: 12 — Magic Defense: 12
Max HP: 30 — Speed: 0 squares

STR	DEX	VIT	INT	MND
+0	+2	+0	+2	+1

Traits

NPC
This character cannot be targeted by effects that remove **Knocked Out**, including **Raise** or a healer's limit break. They cannot perform any actions on their turn, including standard movement actions. Be sure to inform the players of this before beginning the encounter.

House Fortemps Engineer

Scenario & Gamemaster Guide FATE 4: Svara's Fall

A Coerthas Central Highlands FATE, Recommended for a Light Party of Level 40 Adventurers

This FATE is intended to be a continuation of FATE 3: Svara's Fear, assuming the players won. However, it may also be played as a standalone encounter.

Victory Conditions

The adventurers win by reducing Svara to 0 HP.

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Svara x1 (S)

Before beginning the encounter, explain its mechanics to the other players.

A Bertha cannon occupies the square marked with a B.

Encounter Mechanic: Raging Battle

During this encounter, the guards of House Fortemps clash with Svara's thrustaevis followers, keeping them occupied so the adventurers can focus on dealing with the Dravanian menace.

At the start of each round, immediately before the [Adventurer Step] begins, roll a d6 and refer to the Raging Battle Table below to determine how the battle impacts the adventurers.

Encounter Mechanic: Bertha Cannon

While adjacent to the Bertha cannon, an adventurer can use a primary action to attack Svara with **Cannonfire**. Cannonfire can only be used four times during the encounter, regardless of whether or not it scores a direct hit.

Cannonfire — *Primary, Physical*

Condition: The user is adjacent to the Bertha cannon.
Target: Single Range: 10 squares
Check: User's STR, DEX, or INT (d20 + 7)* CR: Target's Defense
*Use the highest of these attributes for this ability check.
Base Effect: None.
Direct Hit: Deals 5d6 damage to the target.
Limitation: Four times per encounter.

Raging Battle Table (1d6)

1	A thrustaevis attacks with such force that it causes all the squares outlined in red on a random edge of the central platform to fall away, becoming chasms. Any adventurers occupying one of these squares must make a DEX check with a CR of 9. Characters who succeed are moved to the nearest unoccupied square, while characters who fail are immediately removed from the encounter map, reduced to 0 HP, and **Knocked Out**.
2	The party gets caught in the surrounding melee. Each adventurer takes 5 damage.
3	A random adventurer notices a thrustaevis preparing to strike a nearby House Fortemps guard. They may choose to intervene and take 10 damage to shield the guard from the attack. If the adventurer suffers damage from this effect, the grateful guard vows to assist them on their next strike against Svara, granting them one advantage die on their next ability check.
4	A random adventurer may choose to fight alongside a nearby House Fortemps guard. If they do, their **Defense** and **Magic Defense** increase by 2 and they incur a -2 penalty on all ability checks until the end of this round.
5	An allied conjurer uses restorative magic to aid the party. Each adventurer recovers 2d6 HP.
6	The House Fortemps guards temporarily clear the area of thrustaevis, giving the adventurers an edge in battle. The adventurers' abilities deal an additional 2 damage until the end of this round.

Enemy Tactics

Svara: Attack using **Combo**.

- **Rake:** Target the nearest non-tank adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Tearing Jaws:** Target the nearest non-tank adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **The Dragon's Breath:** Attempt to hit as many adventurers as possible, regardless of whether a tank has **Enmity** on this character (odd rounds only).
- **Web of Lightning:** Place the marker on a random adventurer, regardless of whether a tank has **Enmity** on this character (even rounds only).

At any point during this character's turn, attack using **Static Discharge** as well (phase 2 only).

Special Squares

▲ **Rubble:** Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying characters. Rubble is considered to be difficult terrain (see page 53).

✕ **Chasm:** Flying characters can move through these squares normally. Other characters can only move through these squares when moving via a movement effect. If a non-flying character ends their movement in one of these squares, they are immediately removed from the encounter map, reduced to 0 HP, and **Knocked Out**.

Svara is not affected by special squares.

Transitioning to Phase 2

The encounter transitions to its second phase once Svara has been reduced to 250 or less HP. This occurs either at the end of the [Adventurer Step] or the [Enemy Step], whichever comes first. When phase 2 begins, read the following passage aloud for the other players:

> Unflinching in spite of its many wounds, Svara lets out an earsplitting roar. The flames of anger rage unchecked behind its eyes, giving you the distinct impression that this battle has only just begun.

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Svara x1 (S)

At this point in the encounter, the adventurers can use their limit breaks. Make sure to inform the players of this now.

Svara retains its position and HP from phase 1.

Ending the Encounter

The encounter ends when Svara has been reduced to 0 HP.

Adventurers who have completed both FATE 3: Svara's Fear and FATE 4: Svara's Fall earn the title "Dragonslayer." This title grants no special effects or abilities.

Encounter Data

Svara (Phase 1 & 2) — Boss

Size: Huge (3x3) - Dragon | Vigilance: 10
Defense: 15 | Magic Defense: 14
Max HP: 460 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+5	+2	+4	+0	+0

Traits

Elite Foe: Dravanian Menace
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, **Knocked Out**, and **Death**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using Rake, then use Tearing Jaws, followed by either The Dragon's Breath or Web of Lightning.

Rake — *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 5) CR: Target's Defense
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Tearing Jaws — *Primary, Physical*
Target: Single Range: 2 squares
Check: STR (d20 + 5) CR: Target's Defense
Base Effect: Deals 7 damage and inflicts a **DOT (3)** on the target.
Direct Hit: Deals an additional 2d6 damage. During phase 2, deals an additional 3d6 damage instead.

The Dragon's Breath — *Primary, Magic, Lightning-Aspected*
Target: All enemies within range
Range: A cone extending up to 4 squares away from this character
Check: STR (d20 + 5)
CR: Target's Magic Defense
Base Effect: Deals 10 damage to all targets.
Direct Hit: Deals an additional 2d6 damage. During phase 2, deals an additional 3d6 damage instead.

Web of Lightning — *Primary, Mobile Marker, Magic, Lightning-Aspected, Invoked*
Origin: 1 enemy Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 10 damage and **Slows** all targets. During phase 2, deals 15 damage and **Slows** all targets instead.

Phase 2 Abilities

Static Discharge — *Secondary, Magic, Lightning-Aspected*
Target: All enemies within range
Range: A 7x7 area centered on this character
Base Effect: Deals 10 damage to all targets.
Limitation: Phase 2 only

Scenario & Gamemaster Guide FATE 5: Dark Devices - The Plea

A Northern Thanalan FATE, Recommended for a Light Party of Level 50 Adventurers

Lv. 50

Dark Devices - The Plea

Player Information

Description

A poor farmer named Addison claims his only daughter was captured and taken away by the Lambs of Dalamud—a frightening cult which, even after the fall of the lesser moon, still offers blood sacrifices to their false god in hopes of currying his favor. The farmer seeks aid in reclaiming that which was ripped from his hands.

Twin-Tongued Addison: *My daughter! They've taken my daughter!*

There were four of them, all dressed in robes redder than a hunter's moon. They called themselves the Lambs of Dalamud and assured me she would not be harmed, but I've heard the rumors. I know about the blood sacrifices to their pagan god!

Please, brave adventurers! I beg of thee! I am but an old man, but you—you can rescue my daughter from the grim fate that awaits her.

Victory Conditions

The adventurers win by reducing all enemies to 0 HP.

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Lunatic Follower x5 (F1)
2. Grenade x2 (G)

Enemy Tactics

Lunatic Follower: Move as far from the adventurers as possible while keeping the most distant of them within range, then attack the most distant adventurer using **Blizzard**. If a tank has **Enmity** on this character, move as far from the adventurers as possible while keeping the tank within range, then target the tank instead.

Grenade: Attack the nearest non-tank adventurer using **Scorching Slam**, then use **Blaze Spikes**. If a tank has **Enmity** on this character, target the tank instead. When this character has been reduced to 30 or less HP, immediately use **Self-Destruct**. When resolved, **Self-Destruct** damages all enemies and allies, including this character.

Lunatic Lamb: Attack using **Double Threat**.
→ **Fervent Fists:** Target the nearest non-tank adventurer. If a tank has **Enmity** on this character, target the tank instead.

Special Squares

▲ **Rubble:** Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying characters. Rubble is considered to be difficult terrain (see page 53).

Transitioning to Phase 2

The encounter transitions to its second phase once all the lunatic followers have been reduced to 0 HP. This occurs either at the end of the [Adventurer Step] or the [Enemy Step], whichever comes first.

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Lunatic Follower x2 (F2)
2. Remaining Grenades (G)
3. Lunatic Lamb x5 (L)

Any remaining grenades retain their positions and HP from phase 1, and use the same encounter data as in the previous phase.

At the start of this phase, Milburh appears outside the encounter map, calling to the party for aid from behind the hostile cultists. She does not perform any actions and is not affected by abilities, items, traits, or any other effects.

Ending the Encounter

The encounter ends when all enemies have been reduced to 0 HP.

If the adventurers were victorious, you may continue this FATE chain with FATE 6: Dark Devices - The Bait and Switch.

Encounter Data

Lunatic Follower (Phase 1 & 2) — Menace

Size: Medium (1x1) - Elezen | Vigilance: 13
Defense: 13 | Magic Defense: 15
Max HP: 40 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+1	+3	+2	+5	+3

Abilities

Blizzard — *Primary, Magic, Ice-Aspected, Invoked*
Target: Single **Range:** 10 squares
Check: INT (d20 + 5) **CR:** Target's Magic Defense
Base Effect: Deals 9 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Grenade (Phase 1 & 2) — Menace

Size: Medium (1x1) - Voidsent | Vigilance: 10
Defense: 14 | Magic Defense: 14
Max HP: 60 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+2	+4	+4	-1	+0

Abilities

Scorching Slam — *Primary, Physical, Fire-Aspected*
Target: Single **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 4 damage and inflicts a **DOT (3)** on the target.
Direct Hit: Deals an additional 2d6 damage.

Blaze Spikes — *Secondary, Magic, Fire-Aspected, Invoked*
Base Effect: Whenever this character takes damage from a *physical* ability, the character that used the ability takes 3 damage. This effect is removed at the start of this character's next turn.
Limitation: Once per phase

Self-Destruct — *Instant, Mobile Marker, Physical, Fire-Aspected*
Trigger: When this character is reduced to 30 or less HP.
Origin: This character
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All characters within the marker area
Marker Trigger: The end of this character's turn
Marker Effect: Deals 5d6 damage to all targets.
This ability affects allied characters as well as enemy characters.

Grenade

Lunatic Follower

Lunatic Lamb

Lunatic Lamb (Phase 2) — Mob

Size: Medium (1x1) - Hyur | Vigilance: 12
Defense: 14 | Magic Defense: 12
Max HP: 40 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+4	+2	+2	+0	+2

Abilities

Double Threat — *Primary, Unique*
Base Effect: Attack twice using **Fervent Fists**.

Fervent Fists — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Scenario & Gamemaster Guide FATE 6: Dark Devices - The Bait and Switch

A Northern Thanalan FATE, Recommended for a Light Party of Level 50 Adventurers

Lv. 50 Dark Devices - The Bait and Switch

Player Information

Description

With her abductors slain, Addison's daughter is safe from sacrifice at the hands of the Lambs of Dalamud. However, all is not as it seems...

Milburh: *I cannot thank you enough! You do not know what this means to me and my father. He will be overjoyed at my return.*

But the Lambs of Dalamud... They will come again, as they have so many times in the past. They took my mother and brothers before me, and will not stop until my blood, too, has stained the desert floor, giving life to their all-powerful god.

Unless, that is, we can end it... You can end it. The Lambs lurk nearby. I believe they watch us even now. Put them to the sword and free the peoples of northern Thanalan from the grip of fear...or it will only be a matter of time before I am drained of my lifeblood as my poor father watches...

This FATE is intended to be a continuation of FATE 5: Dark Devices - The Plea, assuming the players won. However, it may also be played as a standalone encounter.

Victory Conditions

The adventurers win by reducing all enemies to 0 HP.

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Lunatic Lamb x6 (L1)

Allow the players to choose their positions after you have placed the enemies on the encounter map. For this encounter, the adventurers may be placed anywhere on the encounter map.

Enemy Tactics

Lunatic Lamb: Attack using **Double Threat**.

- **Fervent Fists:** Target the nearest non-tank adventurer. If a tank has **Enmity** on this character, target the tank instead.

Whenever possible, lunatic Lambs should attempt to concentrate their attacks on a single adventurer.

Milburh: Move as far from the adventurers as possible while keeping them within range, then attack using **Combo**.

- **Thunder:** Target the most distant non-tank adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Paralyze:** Target the most distant non-tank adventurer. If a tank has **Enmity** on this character, target the tank instead.

Twin-Tongued Addison: Attack using **Combo**.

- **Heavy Swing:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Overpower:** Place the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead.

Special Squares

▲ **Rubble:** Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying characters. Rubble is considered to be difficult terrain (see page 53).

Transitioning to Phase 2

The encounter transitions to its second phase once three or more lunatic Lambs have been reduced to 0 HP. This occurs either at the end of the [Adventurer Step] or the [Enemy Step], whichever comes first. Read the following passage aloud for the other players:

Milburh: *The rite of sacrifice is about to begin. Muahahahahaha! I always find it amusing how trusting you adventurers are. That is right. It is not I who am to be the sacrifice. It is you!*

Milburh

Twin-Tongued Addison

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Remaining Lunatic Lambs (L1) & Lunatic Lamb x4 (L2)
2. Milburh x1 (M)
3. Twin-Tongued Addison x1 (A)

Begin the first round of phase 2 from the [Enemy Step]. As the adventurers are not surprised, they can still use *instant* abilities during the first round.

The lunatic Lambs retain their positions and HP from phase 1, and use the same encounter data as in the previous phase.

If another character is present in an enemy's starting square, place the enemy in the nearest unoccupied square instead.

Ending the Encounter

The encounter ends when all enemies have been reduced to 0 HP.

If the adventurers were victorious, you may continue this FATE chain with FATE 7: Dark Devices - The End.

Encounter Data

Lunatic Lamb (Phase 1 & 2) — Mob

Size: Medium (1x1) - Hyur	Vigilance: 12
Defense: 14	Magic Defense: 12
Max HP: 40	Speed: 5 squares

STR	DEX	VIT	INT	MND
+4	+2	+2	+0	+2

Traits

Sacrificial Lamb
At the beginning of this character's turn, all adjacent enemies take 4 damage.

Abilities

Double Threat — *Primary, Unique*
Base Effect: Attack twice using **Fervent Fists**.

Fervent Fists — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Milburh (Phase 2) — Champion

Size: Medium (1x1) - Hyur	Vigilance: 13
Defense: 13	Magic Defense: 16
Max HP: 90	Speed: 5 squares

STR	DEX	VIT	INT	MND
+1	+3	+2	+6	+3

Traits

Dalamud's Retribution
Whenever this character takes damage from an ability, the character that used the ability takes half of the damage dealt (rounded up).

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Thunder**, then use **Paralyze**.

Thunder — *Primary, Magic, Lightning-Aspected, Invoked*
Target: Single **Range:** 10 squares
Base Effect: Deals 7 damage and inflicts a **DOT (7)** on the target.

Paralyze — *Primary, Magic, Invoked*
Target: Single **Range:** 10 squares
Base Effect: **Paralyzes** the target.

Twin-Tongued Addison (Phase 2) — Champion

Size: Medium (1x1) - Hyur	Vigilance: 12
Defense: 16	Magic Defense: 13
Max HP: 120	Speed: 5 squares

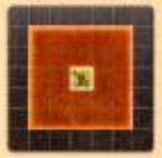
STR	DEX	VIT	INT	MND
+5	+2	+4	+2	+2

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Heavy Swing**, then use **Overpower**.

Heavy Swing — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Overpower — *Primary, Stationary Marker, Physical*
Origin: 1 square occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 + 6 damage to all targets.



Scenario & Gamemaster Guide FATE 7: Dark Devices - The End

A Northern Thanalan FATE, Recommended for a Light Party of Level 50 Adventurers

Lv. 50 Dark Devices - The End
Player Information

Description
Sensing defeat, Milburh the Malicious sacrifices her carnal form to the void where a succubus claims it for her own. Strike down the cultist and drive the voidsent from her corpse.

Milburh: *Dalamud! My liege! Save me! My blood and soul, I give unto thee!*

This FATE is intended to be a continuation of FATE 6: Dark Devices - The Bait and Switch, assuming the players won. However, it may also be played as a standalone encounter.

Victory Conditions

The adventurers win by reducing Milburh the Malicious to 0 HP.

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Gaunt Slaveling x3 (G)
2. Milburh the Malicious x1 (M)

Enemy Tactics

Gaunt Slaveling: Move as far from the adventurers as possible while keeping them within range, then attack using **Twinned Incantation**.

- **Blizzard:** Target the most distant adventurer. If a tank has **Enmity** on this character, target the tank instead.

After resolving **Twinned Incantation**, use **Ice Spikes**.

Milburh the Malicious: Attack using **Combo**.

- **Lacerate:** Target two non-tank adventurers. If a tank has **Enmity** on this character, target the tank and one non-tank adventurer instead. If only one adventurer is within range of this ability, use **Cold Caress** twice instead.
- **Cold Caress:** Target the nearest adventurer, regardless of whether a tank has **Enmity** on this character.
- **Void Fire II:** Place the marker to include as many adventurers as possible, regardless of whether a tank has **Enmity** on this character (phase 1 only).
- **Void Fire III:** Place the marker to include as many adventurers as possible, regardless of whether a tank has **Enmity** on this character (phase 2, odd rounds only).
- **Void Flare:** Place the marker on the healer, regardless of whether a tank has **Enmity** on this character (phase 2, even rounds only).

After resolving **Combo**, use **Terrorize** to prevent adventurers from leaving **Void Fire II** or **Void Fire III**'s marker area.

Special Squares

▲ **Rubble:** Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying characters. Rubble is considered to be difficult terrain (see page 53).

Gaunt Slaveling

Transitioning to Phase 2

The encounter transitions to its second phase once Milburh the Malicious has been reduced to 0 HP. This occurs either at the end of the [Adventurer Step] or the [Enemy Step], whichever comes first.

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Remaining Gaunt Slavelings (G)
2. Milburh the Malicious x1 (M)

At the beginning of the [Adventurer Step] in the first round of phase 2, Milburh the Malicious uses **Void Meteor**.

At this point in the encounter, the adventurers can use their limit breaks. Make sure to inform the players of this now.

When phase 2 begins, return Milburh the Malicious to her starting position. The gaunt slavelings retain their positions and HP from phase 1, and use the same encounter data as in the previous phase.

Ending the Encounter

The encounter ends when Milburh the Malicious has been reduced to 0 HP, regardless of whether any gaunt slavelings remain on the encounter map.

Encounter Data

Gaunt Slaveling (Phase 1 & 2) — Menace

Size: Medium (1x1) - Voidsent | Vigilance: 13
Defense: 13 | Magic Defense: 15
Max HP: 40 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+1	+3	+2	+5	+3

Abilities

Twinned Incantation — *Primary, Unique*
Base Effect: Attack twice using **Blizzard**.

Ice Spikes — *Secondary, Magic, Ice-Aspected, Invoked*
Base Effect: Whenever this character takes damage from an ability, the character that used the ability takes 5 damage and must make a **VIT** check with a CR of 12. Any character who fails this check is **Frozen**. This effect is removed at the start of this character's next turn.
Limitation: Twice per phase

Frozen
- A **Frozen** character's **Speed** falls to 0.
- Characters receive one advantage die when making ability checks targeting a **Frozen** enemy.
- **Frozen** is removed at the end of the **Frozen** character's next turn.

Blizzard — *Primary, Magic, Ice-Aspected, Invoked*
Target: Single **Range:** 10 squares
Check: **INT** (d20 + 5) **CR:** Target's **Magic Defense**
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Milburh the Malicious

Milburh the Malicious (Phase 1 & 2) Solo

Size: Large (2x2) - Voidsent | Vigilance: 14
Defense: 15 | Magic Defense: 16
Max HP: 170 (Phase 1) / 300 (Phase 2)
Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+2	+5	+3	+6	+4

Traits

Elite Foe: Unyielding Invoker
This character's invoked abilities cannot be interrupted or otherwise negated. However, markers they have generated are still removed when they are **Stunned**. Be sure to inform the players of this before beginning the encounter.

Dark Mist
All squares within a 6x6 area centered on this character fill with mist that immediately inflicts a **DOT (5)** on all enemies who enter it. Any enemies who end their turn within this area lose 5 HP.
HP lost due to this effect is not considered damage.

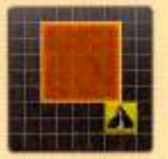
Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using either **Lacerate** or **Cold Caress**, then use **Void Fire II**. During phase 2, attack twice using either **Lacerate** or **Cold Caress**, then use either **Void Fire III** or **Void Flare**.

Lacerate — *Primary, Physical*
Target: 2 characters **Range:** 2 squares
Check: **DEX** (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 5 damage to all targets.
Direct Hit: Deals an additional 3d6 damage.

Cold Caress — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: **DEX** (d20 + 5)* **CR:** Target's **Defense**
*Receive one advantage die on this ability check.
Base Effect: Deals 10 damage to the target.
Direct Hit: Deals an additional 4d6 damage and inflicts a **DOT (7)**.

Void Fire II
Primary, Stationary Marker, Magic, Fire-Aspected, Invoked
Marker Area: A stationary 5x5 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.



Terrorize — *Secondary, Magic*
Target: Single
Range: 5 squares
Base Effect: The target must make a **MND** check with a CR of 12. Any character who fails this check is **Terrorized**.
Limitation: Twice per phase

Terror
- A **Terrorized** character cannot perform standard movement actions or use abilities to move via movement effects.
- A **Terrorized** character incurs a -5 penalty on all ability checks.

Phase 2 Abilities

Void Meteor — *Instant, Magic*
Trigger: The beginning of the [Adventurer Step] in the first round of phase 2
Target: All enemies within range
Range: The entire encounter map
Base Effect: Deals 6d6 damage to all targets.
Limitation: Phase 2 only

Void Fire III
Primary, Stationary Marker, Magic, Fire-Aspected, Invoked
Marker Area: A stationary 7x7 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.
Limitation: Phase 2 only

Void Flare
Primary, Mobile Marker, Magic, Fire-Aspected, Invoked
Origin: 1 healer
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.
Limitation: Phase 2 only

Scenario & Gamemaster Guide FATE 8: No Ifs, Ands, or Butts

A Coerthas Western Highlands FATE, Recommended for a Light Party of Level 55 Adventurers

Lv. 55

No Ifs, Ands, or Butts

Player Information

Description

Newly knighted Alaimbert of the Spiked Butt cannot understand why people are always laughing behind his back, so to prove he is worthy of their respect, he seeks a battle-hardened opponent with whom he may cross steel.

Alaimbert of the Spiked Butt: *Come! I shall prove to any and all the might of the Knights Dragoon!*

Victory Conditions

The adventurers win by reducing all enemies to 0 HP.

Roleplaying Alaimbert

Consider adding some flavor to the first phase of this encounter by having Alaimbert exclaim some of his memorable quips from Final Fantasy XIV.

When Alaimbert targets an adventurer with an ability:

- *This pitiful display will prove naught to my brothers. Come harder!*
- *You have wasted my spear, but are you ready for my butt!?*
- *I may not even need my butt!*
- *I will not stop until my spear is notched and my butt is blunt!*
- **True Thrust:** *With a spear as still as ice, I thrust!*
- **Heartstopper:** *Like the majestic Coerthan puffer, I swell!*
- **Ring of Frost:** *Like the surging waters of the mighty Coerthas, I come!*

When an adventurer targets Alaimbert with an ability:

- *See, my brothers! This one is no match for Alaimbert!*
- *You pull your punches!*
- *I am a Knight Dragoon! You are but an adventurer!*
- *Who is laughing now!?*
- *Thrust! Jab! Impale!*

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Alaimbert of the Spiked Butt x1 (A)

Enemy Tactics

Alaimbert of the Spiked Butt: Attack using **Thrust and Surge**.

- **True Thrust:** Target two non-tank adventurers. If a tank has **Enmity** on this character, target the tank and one non-tank adventurer instead.
- **Heartstopper:** Place the marker to include as many adventurers as possible, regardless of whether a tank has **Enmity** on this character (odd rounds only).
- **Ring of Frost:** Attempt to hit as many adventurers as possible, regardless of whether a tank has **Enmity** on this character (even rounds only).

At any point during this character's turn, attack using **Spear Throw** as well. Target the healer or a ranged DPS, regardless of whether a tank has **Enmity** on this character.

Bergthurs: Attack using **Combo**.

- **Icefist:** Target the nearest non-tank enemy. If a tank has **Enmity** on this character, target the tank instead.
- **Plain Pound:** Place the marker to include as many enemies as possible, regardless of whether a tank has **Enmity** on this character (odd rounds only).
- **Freezeover:** Place the marker to include as many enemies as possible, regardless of whether a tank has **Enmity** on this character (even rounds only).

When phase 2 begins, switch from the tactics outlined in Enemy Tactics for Alaimbert of the Spiked Butt to those outlined in Ally Tactics.

Ally Tactics

Alaimbert of the Spiked Butt: Attack an enemy chosen by the party using **True Thrust**. If the party does not choose a target, attack a random enemy within 5 squares of this character using **True Thrust** instead.

Special Squares

▲ **Deep Snow:** Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying characters. Deep snow is considered to be difficult terrain (see page 53).

■ **Snowdrift:** Moving into one of these squares via a standard movement action requires 3 squares of movement for all non-flying characters. Snowdrifts are considered to be difficult terrain (see page 53).

You can make this FATE more challenging by having it take place during a blizzard (see page 59).

Encounter Data

Alaimbert of the Spiked Butt (Phase 1 & 2)

Champion

Size: Medium (1x1) - Elezen | Vigilance: 12
Defense: 17 | Magic Defense: 15
Max HP: 250 (Phase 1) / 60 (Phase 2)
Speed: 5 squares

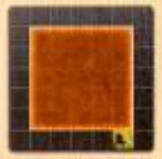
STR	DEX	VIT	INT	MND
+4	+5	+5	+1	+2

Abilities

Thrust and Surge — *Primary, Unique*
Base Effect: Attack twice using **True Thrust**, then use either **Heartstopper** or **Ring of Frost**. This character may move up to 5 squares while using this ability.

True Thrust — *Primary, Physical*
Target: 1 enemy **Range:** 1 square
Base Effect: Deals 9 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

Heartstopper — *Primary, Stationary Marker, Physical*
Marker Area: A stationary 5x5 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.



Ring of Frost — *Primary, Magic, Ice-Aspected*
Target: All enemies within range
Range: A 5x5 area centered on this character
Check: DEX (d20 + 6)
CR: Target's **Magic Defense**
Base Effect: Deals 20 damage to all targets.
Direct Hit: All targets must make a **VIT** check with a CR of 14. Any character who fails this check is **Slowed**.

Second Wind — *Secondary*
Base Effect: Restores 20 HP.
Limitation: Once per phase.

Spear Throw — *Secondary, Physical*
Target: 1 enemy **Range:** 10 squares
Check: DEX (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 9 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Transitioning to Phase 2

The encounter transitions to its second phase once Alaimbert of the Spiked Butt has been reduced to 0 HP. This occurs either at the end of the [Adventurer Step] or the [Enemy Step], whichever comes first. Read the following passage aloud for the other players:

Alaimbert falls to his knees, his breathing ragged. But before you can call an end to the impromptu bout, there comes a chorus of hellish howls as a half dozen horned voidsent charge toward you.

Alaimbert of the Spiked Butt: *Who dares interrupt my impending victory!?*

Shakily, the dragoon rises and readies his spear. You must join with your newfound ally and stop the bergthurs before they can lay waste to Falcon's Nest!

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Bergthurs x6 (B)
Ally Turn Order: 1. Alaimbert of the Spiked Butt x1 (A)

During this phase, Alaimbert of the Spiked Butt will fight alongside the adventurers. He is now considered to be an ally, and views the bergthurs as enemies.

If another character is present in an enemy's starting square, place the enemy in the nearest unoccupied square instead.

Alaimbert of the Spiked Butt retains his position from phase 1. If he falls to 0 HP, he retreats from battle instead of being **Knocked Out**. Should this occur, remove him from the encounter map.

Bergthurs (Phase 2)

Menace

Size: Large (2x2) - Voidsent | Vigilance: 14
Defense: 14 | Magic Defense: 16
Max HP: 70 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+4	+2	+6	-1	+4

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Icefist**, then use **Plain Pound** or **Freezeover**.

Icefist — *Primary, Magic, Ice-Aspected*
Target: Single **Range:** 2 squares
Check: STR (d20 + 4) **CR:** Target's **Magic Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Plain Pound — *Primary, Stationary Marker, Magic, Ice-Aspected, Invoked*
Origin: 1 square occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 15 damage and **Stuns** all targets.

Freezeover — *Primary, Stationary Marker, Magic, Ice-Aspected, Invoked*
Marker Area: A stationary 4x4 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 20 damage and **Freezes** (see page 170) all targets.

Ending the Encounter

The encounter ends when all enemies have been reduced to 0 HP. If Alaimbert of the Spiked Butt is still present on the encounter map, he acknowledges the adventurers' skill before striking off in search of new opponents.

Bergthurs

Scenario & Gamemaster Guide FATE 9: Metal Gears Rising

A Dravanian Hinterlands FATE, Recommended for a Light Party of Level 60 Adventurers

Lv. 60

Metal Gears Rising

Player Information

Description

Rumors of a new "whizzlepop" gear being developed by the diabolical Illuminati have Idyllshire inhabitants worried for their well-being. All they need do now is acquire several whizzlepops from Illuminati members to find out exactly *what* the contraptions are and if there actually *is* any cause for concern.

Slicktrix the Gobnanimmus: *Pshhh... Shkshhh... Halt your swiftbeels and lend openears to Slicktrix! Matters of most graveness have skyfallen upon our goodshire! The Illuminati and their besalled bluehands are deep-plotting madschemes! Whizzlepops, they make! Whizzlepops they wield! What whizzles? What pops? No goodgobbies know, but goodgobbies must! Need whizzlepops to see!*

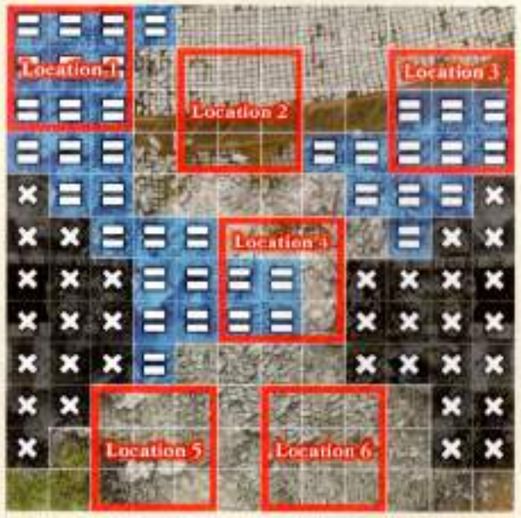
Victory Conditions

The adventurers win by collecting all five types of Illuminati Whizzlepop by the third round of phase 2.

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Goblin Tinkerer x4 (T1)
2. Goblin Glider x3 (G1)

Before beginning phase 1, place one Illuminati Whizzlepop in each square marked with ★1. Do not reveal which type they are to the other players. You may use any tokens you have on hand to represent these quest items.



Special Squares

〓 High Ground: Flying characters can move through these squares normally. Other characters can only move into these squares when moving via a movement effect or by succeeding on a **STR** or **DEX** check with a CR of 14 to climb up. Doing so does not require them to use an action. Characters who fail this check lose 2 squares of movement and cannot attempt this check again until their next turn.

Moving between these squares does not require any checks or additional squares of movement. However, characters who have exited high ground must succeed on a **STR** or **DEX** check again in order to climb back up.

Characters on high ground receive one advantage die when making ability checks targeting an enemy not on high ground. Additionally, characters not on high ground incur a -2 penalty on all ability checks targeting an enemy on high ground.

✖ Wall: Characters cannot move into or through these squares. Walls are considered to be obstacles (see page 54). They may also be considered obstructions, to which the optional rules for line of sight apply (see page 56).

Collecting Illuminati Whizzlepops

Adventurers collect one Illuminati Whizzlepop each time they reduce a goblin tinkerer to 0 HP. Illuminati Whizzlepops can also be collected by using **Gather**.

There are five types of Illuminati Whizzlepop the party needs to collect: A, B, C, D, and E. An Illuminati Whizzlepop's type is hidden at the start of the encounter, but is revealed when collected or when an adventurer uses **Identify**.

Gather — *Primary, Unique*
Base Effect: Collect an Illuminati Whizzlepop from a square within 1 square of this character, reveal its type, then remove it from the encounter map.

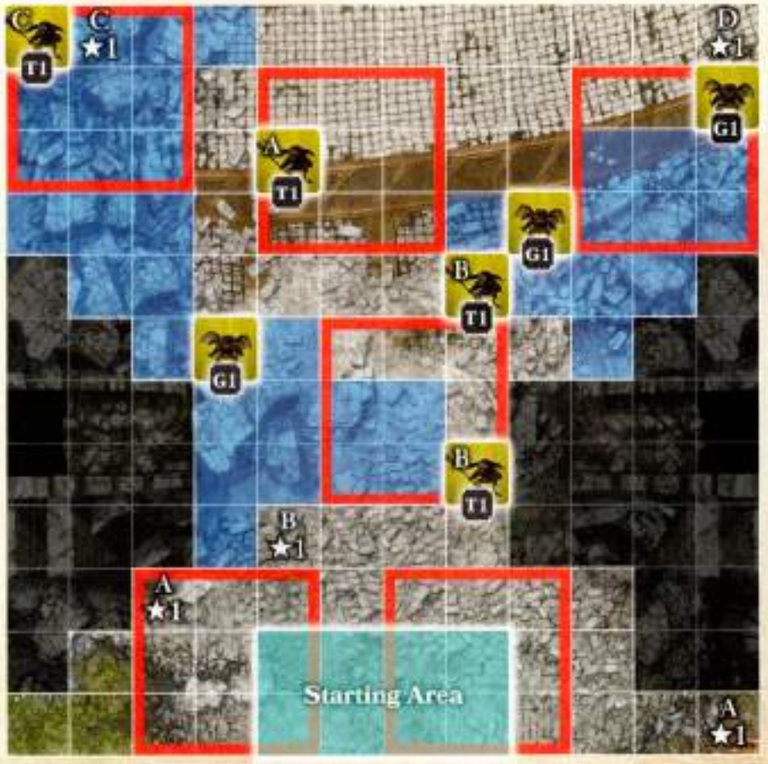
Identify — *Secondary, Unique*
Base Effect: Reveals the type of an Illuminati Whizzlepop in a square within 1 square of this character, or the type of an Illuminati Whizzlepop held by an adjacent goblin tinkerer.

Encounter Mechanic: Gobbieboom

During this encounter, goblins bombard the party with explosives. At the beginning of each round, generate two markers for Gobbieboom. Place the markers in two locations selected from locations 1 to 6, prioritizing locations occupied by adventurers. If none of these locations are occupied by adventurers, select the locations at random instead.

Gobbieboom — *Stationary Marker, Physical, Fire-Aspected*
Marker Area: Two stationary 3x3 areas, each centered on a location selected from locations 1 through 6
Target: All adventurers within the marker areas
Marker Trigger: The end of the current round
Marker Effect: Deals 3d6 damage and knocks all targets **Prone**.

Phase 1



Enemy Tactics

Goblin Tinkerer: This character does not perform any actions until an adventurer moves within 4 squares of it or affects it with an ability. Once any of the conditions have been met, attack the nearest non-tank adventurer using **Stabotab** and **Chopneck**. If this character has not moved this turn, focus to use **Chopneck** a second time. If a tank has **Enmity** on this character, target the tank instead.

Goblin Glider: This character does not perform any actions until an adventurer moves within 4 squares of it or affects it with an ability. Once any of the conditions have been met, attack using **Combo**.

- **Shootykill:** Target the nearest non-tank adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Fireboom:** Target the adventurer with the lowest HP. If a tank has **Enmity** on this character, target the tank instead (odd rounds only).
- **Firecracker Shower:** Place the marker on this character (even rounds only).

Frequently Asked Questions

Q. Can I move through or end my movement in a square that contains an Illuminati Whizzlepop?
A. Yes, you can.

Q. Do I still collect an Illuminati Whizzlepop if I am not adjacent to a goblin tinkerer when I defeat them?
A. Yes, you do. The same applies to Rainbowlip Oysters in FATE 2: No Lip.

Q. What happens to the Illuminati Whizzlepop if a goblin tinkerer is defeated by a DOT?
A. The Illuminati whizzlepop falls to the ground and remains in the defeated goblin tinkerer's square. This whizzlepop may be collected using **Gather**. The same applies to Rainbowlip Oysters in FATE 2: No Lip.

Goblin Tinkerer

Transitioning to Phase 2

The encounter transitions to its second phase at the end of round 3.

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Remaining Goblin Tinkerers (T1) & Goblin Tinkerer x4 (T2)
2. Remaining Goblin Gliders (G1) & Goblin Glider x2 (G2)

Before beginning phase 2, remove all Illuminati Whizzlepops from the encounter map, then place one Illuminati Whizzlepop in each square marked with ★2. You may use any tokens you have on hand to represent these quest items.

The goblin tinkerers and goblin gliders retain their positions and HP from phase 1, and use the same encounter data as in the previous phase.

If another character is present in an enemy's starting square, place the enemy in the nearest unoccupied square instead.

Ending the Encounter

The encounter ends when the adventurers have collected all five types of Illuminati Whizzlepop, or at the end of the third round of phase 2.

If the adventurers were victorious, you may continue this FATE chain with FATE 10: Metal Gears Revengeance. If you plan to do so now, read the following passage aloud for the other players:

Slicktrix the Gobnanimous: *These whizzlepops... Oh, my gob!*

With whizzlepops in hand, Slicktrix the Gobnanimous scampers off into the Arkhitekton.

Phase 2

Encounter Data

Goblin Tinkerer (Phase 1 & 2) — Menace

Size: Medium (1x1) - Goblin	Vigilance: 12
Defense: 14	Magic Defense: 13
Max HP: 60	Speed: 6 squares

STR	DEX	VIT	INT	MND
+2	+4	+3	+1	+2

Abilities

Stabstab — *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Chopneck — *Secondary, Physical*
Target: Single **Range:** 1 square
Base Effect: Deals 8 damage to the target.

Goblin Glider

Goblin Glider (Phase 1 & 2) — Champion

Size: Medium (1x1) - Goblin	Vigilance: 13
Defense: 15	Magic Defense: 14
Max HP: 65	Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+3	+5	+4	+1	+3

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Shootykill**, then use **Fireboom** or **Firecracker Shower**.

Shootykill — *Primary, Physical*
Target: Single **Range:** 10 squares
Check: DEX (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Fireboom — *Primary, Magic, Fire-Aspected*
Target: All enemies within range
Range: A 3x3 area centered on 1 enemy within 10 squares of this character
Check: DEX (d20 + 5)
CR: Target's Magic Defense
Base Effect: Deals 5 damage to all targets.
Direct Hit: Deals an additional 2d6 damage and knocks all targets **Prone**.

Firecracker Shower — *Primary, Mobile Marker, Magic, Fire-Aspected, Invoked*
Origin: This character
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and **Stuns** all targets until the end of their next turns.

Scenario & Gamemaster Guide FATE 10: Metal Gears Revengeance

A Dravanian Hinterlands FATE, Recommended for a Light Party of Level 60 Adventurers

Lv. 60 Metal Gears Revengeance

Player Information

Description

Seeking retribution for whizzlepops fizzled, a party of Illuminati revengers has been dispatched into the Arkhitekton. Slay the gate-crashing goblins and put an end to their virulent vendetta.

This FATE is intended to be a continuation of FATE 9: Metal Gears Rising, assuming the players won. However, it may also be played as a standalone encounter.

Victory Conditions

The adventurers win by reducing all enemies to 0 HP.

Preparing the Encounter

Enemy Turn Order: 1. Illuminati Revenger x4 (I)
2. Goblin Sharpshooter x3 (G)

Before beginning the encounter, explain its mechanics to the other players.

A barricade occupies the squares marked with ⏃.

Encounter Mechanic: Barricade

The squares marked with ⏃ form a single barricade. Characters cannot move into or through squares occupied by the barricade. For the purposes of targeting, this barricade is considered to be an enemy. When the barricade is reduced to 0 HP, it is destroyed and removed from the encounter map. Resolve any **DOTs** afflicting the barricade during the [End of Round Step].

The goblins have piled rubble on the opposite side of the barricade, affording those standing atop it a clear view of the adventurers. On their turns, Illuminati revengers and goblin sharpshooters standing in one of the four squares behind the barricade marked with ▲ can use their abilities to attack the adventurers, then hunker down and take cover. Goblins taking cover behind the barricade cannot be targeted or affected by abilities, items, traits, or any other effects.

Enemy Tactics

Illuminati Revenger: Attack using **Bomb Toss**, placing the marker on a random adventurer that isn't already the origin for **Bomb Toss**, regardless of whether a tank has **Enmity** on this character. If two **Bomb Toss** markers are already present on the encounter map, attack an adventurer that isn't an origin for **Bomb Toss** using **Fireboom** instead, regardless of whether a tank has **Enmity** on this character. If the barricade has been destroyed, attack using **Combo**.

- **Pointystab:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Fireboom:** Target an adventurer. If a tank has **Enmity** on this character, target the tank instead.

Goblin Sharpshooter: Move as far from the adventurers as possible while keeping them within range, then attack the most distant adventurer with the lowest HP using **Snipethoom**. If a tank has **Enmity** on this character, target the tank instead.

Special Squares

▲ **Rubble:** Moving into one of these squares via a standard movement action requires 2 squares of movement for all non-flying characters. Rubble is considered to be difficult terrain (see page 53).

✖ **Wall:** Characters cannot move into or through these squares. Walls are considered to be obstacles (see page 54). They may also be considered obstructions, to which the optional rules for line of sight apply (see page 56).

⏃ **Barricade:** Refer to the encounter mechanic.

Ending the Encounter

The encounter ends when all enemies have been reduced to 0 HP, or at the end of round 5.

If the adventurers were victorious, you may continue this FATE chain with FATE 11: Metal Gears Revengeance 2.

Encounter Data

Illuminati Revenger — Menace

Size: Medium (1x1) · Goblin | Vigilance: 12

Defense: 15 | Magic Defense: 14
Max HP: 77 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+2	+5	+4	+1	+2

Abilities

Bomb Toss — *Primary, Stationary Marker, Magic, Fire-Aspected, Invoked*

Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 3x3 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of the next [Enemy Step]
Marker Effect: Deals 5d6 damage to all targets.

The marker generated by **Bomb Toss** is treated as if it does not have a creator. It cannot be removed from the encounter map, even if the character that used **Bomb Toss** is **Stunned** or **Knocked Out**, and its damage cannot be mitigated by effects that target an enemy.

Fireboom — *Primary, Magic, Fire-Aspected*

Target: All enemies within range
Range: A 3x3 area centered on 1 enemy within 10 squares of this character
Check: DEX (d20 + 5)
CR: Target's **Magic Defense**
Base Effect: Deals 5 damage to all targets.
Direct Hit: Deals an additional 2d6 damage and knocks all targets **Prone**.

Combo — *Primary, Unique*

Base Effect: Attack using **Pointystab**, then use **Fireboom**.

Pointystab — *Primary, Physical*

Target: Single **Range:** 1 square
Check: DEX (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Goblin Sharpshooter — Champion

Size: Medium (1x1) · Goblin | Vigilance: 14

Defense: 14 | Magic Defense: 15
Max HP: 88 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+3	+6	+3	+1	+4

Abilities

Snipethoom — *Primary, Physical*

Target: Single **Range:** 10 squares
Base Effect: Deals 10 damage to the target.

Barricade

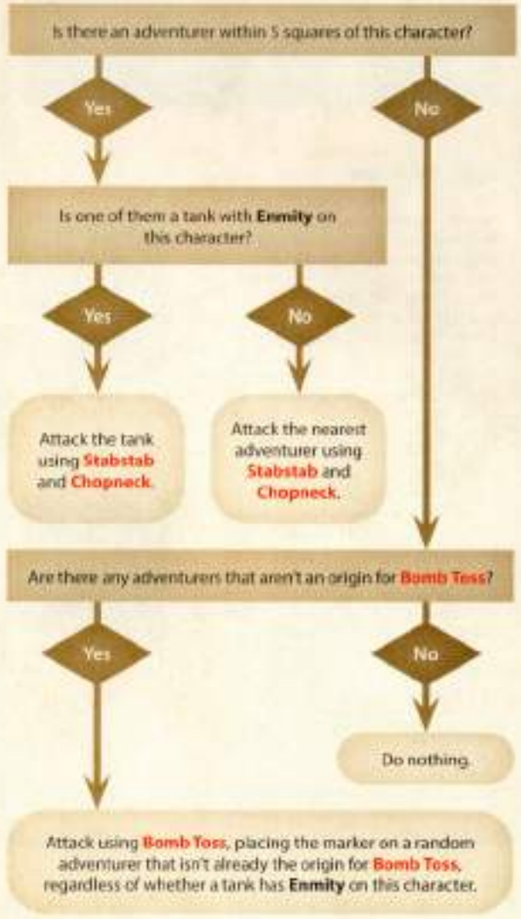
Defense: 0 | Magic Defense: 0
Max HP: 260 | Speed: Immobile

Illuminati Revenger

Goblin Sharpshooter

Scenario & Gamemaster Guide FATE 11: Metal Gears Revengeance 2

A Dravanian Hinterlands FATE, Recommended for a Light Party of Level 60 Adventurers



This FATE is intended to be a continuation of FATE 10: Metal Gears Revengeance, assuming the players won. However, it may also be played as a standalone encounter.

Victory Conditions

The adventurers win by reducing the jangletype magitek vangob G-III to 0 HP.

Preparing the Encounter (Phase 1)

Enemy Turn Order: 1. Jangletype Magitek Vangob G-III x1 (J)
2. Goblin Brandisher x5 (B)
3. Espertype Magitek Vangob G-III x2 (E)

Enemy Tactics

Jangletype Magitek Vangob G-III: Attack using **Combo**.

- **Bonklybash:** Target an adventurer adjacent to a goblin brandisher, or a random non-tank adventurer if none are adjacent to a goblin brandisher. If a tank has **Enmity** on this character, target the tank instead.
- **Cermet Drill:** Place the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead (odd rounds only).
- **Needle Burst:** Place the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead (even rounds only).

Goblin Brandisher: If there is an adventurer within 5 squares of this character, attack the nearest adventurer using **Stabstab** and **Chopneck**. If this character has not moved this turn, focus to use **Chopneck** a second time. If a tank has **Enmity** on this character, target the tank instead. If no adventurers are within 5 squares of this character, attack using **Bomb Toss**, placing the marker on a random adventurer that isn't already the origin for **Bomb Toss**, regardless of whether a tank has **Enmity** on this character.

See the diagram to the right for a detailed breakdown of this character's tactics.

Espertype Magitek Vangob G-III: Attack using **Combo**.

- **Bonklybash:** Target the nearest adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Cermet Drill:** Place the marker to include as many adventurers as possible. If a tank has **Enmity** on this character, include the tank and as many other adventurers as possible instead (odd rounds only).
- **Bomb Spread:** Place the marker on an adventurer so as to include as many adventurers as possible. If a tank has **Enmity** on this character, place the marker on the tank instead (even rounds only).

Special Squares

〓 High Ground: Flying characters can move through these squares normally. Other characters can only move into these squares when moving via a movement effect or by succeeding on a **STR** or **DEX** check with a CR of 14 to climb up. Doing so does not require them to use an action. Characters who fail this check lose 2 squares of movement and cannot attempt this check again until their next turn.

Moving between these squares does not require any checks or additional squares of movement. However, characters who have exited high ground must succeed on a **STR** or **DEX** check again in order to climb back up.

Characters on high ground receive one advantage die when making ability checks targeting an enemy not on high ground. Additionally, characters not on high ground incur a -2 penalty on all ability checks targeting an enemy on high ground.

Transitioning to Phase 2

The encounter transitions to its second phase once the jangletype magitek vangob G-III has been reduced to 250 or less HP. This occurs either at the end of the [Adventurer Step] or the [Enemy Step], whichever comes first. When phase 2 begins, read the following passage aloud for the other players:

> Sparks fly from the massive vangob as you rain blow after blow on its metal chassis. But before you can press your advantage, a new squad of Illuminati goblins rushes into the Arkhitektus, another magitek vangob in tow!

Preparing the Encounter (Phase 2)

Enemy Turn Order: 1. Jangletype Magitek Vangob G-III x1 (J)
2. Remaining Goblin Brandishers (B) & Goblin Brandisher x5 (B)
3. Remaining Espertype Magitek Vangob G-IIIs (E) & Espertype Magitek Vangob G-III x1 (E)

Before beginning phase 2, add five goblin brandishers to the encounter map in the positions marked with a B and one espertype magitek vangob G-III in one of the positions marked with an E.

At this point in the encounter, the adventurers can use their limit breaks. Make sure to inform the players of this now. Enemies retain their positions and HP from phase 1, and use the same encounter data as in the previous phase.

If another character is present in an enemy's starting square, place the enemy in the nearest unoccupied square instead.

Ending the Encounter

The encounter ends when the jangletype magitek vangob G-III has been reduced to 0 HP, regardless of whether any other enemies remain on the encounter map.

Adventurers who have completed FATE 9: Metal Gears Rising, FATE 10: Metal Gears Revengeance, and FATE 11: Metal Gears Revengeance 2 earn the title "Neverlasting Gobstopper." This title grants no special effects or abilities.

Encounter Data

Jangletype Magitek Vangob G-III (Phase 1 & 2) — Solo

Size: Huge (3x3) - Forgekin | **Vigilance: 10**
Defense: 17 | **Magic Defense: 15**
Max HP: 450 | **Speed: 4 squares**

STR	DEX	VIT	INT	MND
+7	+4	+5	+0	+0

Traits

Elite Foe: Freshmake Betterbuild
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, **Knocked Out**, and **Death**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

Illuminati Fighty-Think
This character receives one advantage die on **Bonklybash**'s ability check when targeting an enemy adjacent to a goblin brandisher.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Bonklybash**, then use either **Cermet Drill** or **Needle Burst**.

Bonklybash — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 7) **CR:** Target's **Defense**
Base Effect: Deals 7 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

Cermet Drill — *Primary, Stationary Marker, Physical*
Marker Area: A stationary 3x6 area extending in a straight line from 3 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 9d6 damage to all targets.

Needle Burst — *Primary, Stationary Marker, Physical*
Origin: 1 square occupied by this character
Marker Area: A stationary 7x7 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 7d6 damage and inflicts a **DOT (S)** on all targets.

Jangletype Magitek Vangob G-III

Goblin Brandisher (Phase 1 & 2) — Menace

Size: Medium (1x1) - Goblin | **Vigilance: 14**
Defense: 16 | **Magic Defense: 14**
Max HP: 60 | **Speed: 6 squares**

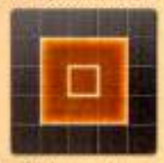
STR	DEX	VIT	INT	MND
+6	+3	+3	+1	+4

Abilities

Stabstab — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Chopneck — *Secondary, Physical*
Target: Single **Range:** 1 square
Base Effect: Deals 8 damage to the target.

Bomb Toss — *Primary, Stationary Marker, Magic, Fire-Aspected, Invoked*
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 3x3 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of the next (Enemy Step)
Marker Effect: Deals 5d6 damage to all targets.



The marker generated by **Bomb Toss** is treated as if it does not have a creator. It cannot be removed from the encounter map, even if the character that used **Bomb Toss** is **Stunned** or **Knocked Out**, and its damage cannot be mitigated by effects that target an enemy.

Goblin Brandisher

Espertype Magitek Vangob G-III (Phase 1 & 2) — Champion

Size: Large (2x2) - Forgekin | **Vigilance: 10**
Defense: 16 | **Magic Defense: 14**
Max HP: 100 | **Speed: 4 squares**

STR	DEX	VIT	INT	MND
+6	+4	+4	+0	+0

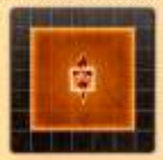
Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Bonklybash**, then use either **Cermet Drill** or **Bomb Spread**.

Bonklybash — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

Cermet Drill — *Primary, Stationary Marker, Physical*
Marker Area: A stationary 2x4 area extending in a straight line from 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage to all targets.

Bomb Spread — *Primary, Mobile Marker, Magic, Invoked*
Origin: 1 enemy
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage and knocks all targets **Prone**.



Espertype Magitek Vangob G-III

Increasing FATE Difficulty
If you'd like to make this FATE a more challenging encounter, consider applying one or more of the following changes in the order suggested below.
1. Add two goblin tinkerers to the encounter.
2. Add up to two goblin gliders to the encounter.
3. Add up to two goblin sharpshooters to the encounter.
Refer to FATE 9: Metal Gears Rising and FATE 10: Metal Gears Revengeance for the data for these enemies. The GM may choose the starting positions for any enemies added to this encounter.

FATE Encounter Maps

The following pages contain encounter maps you can copy for use in your game.

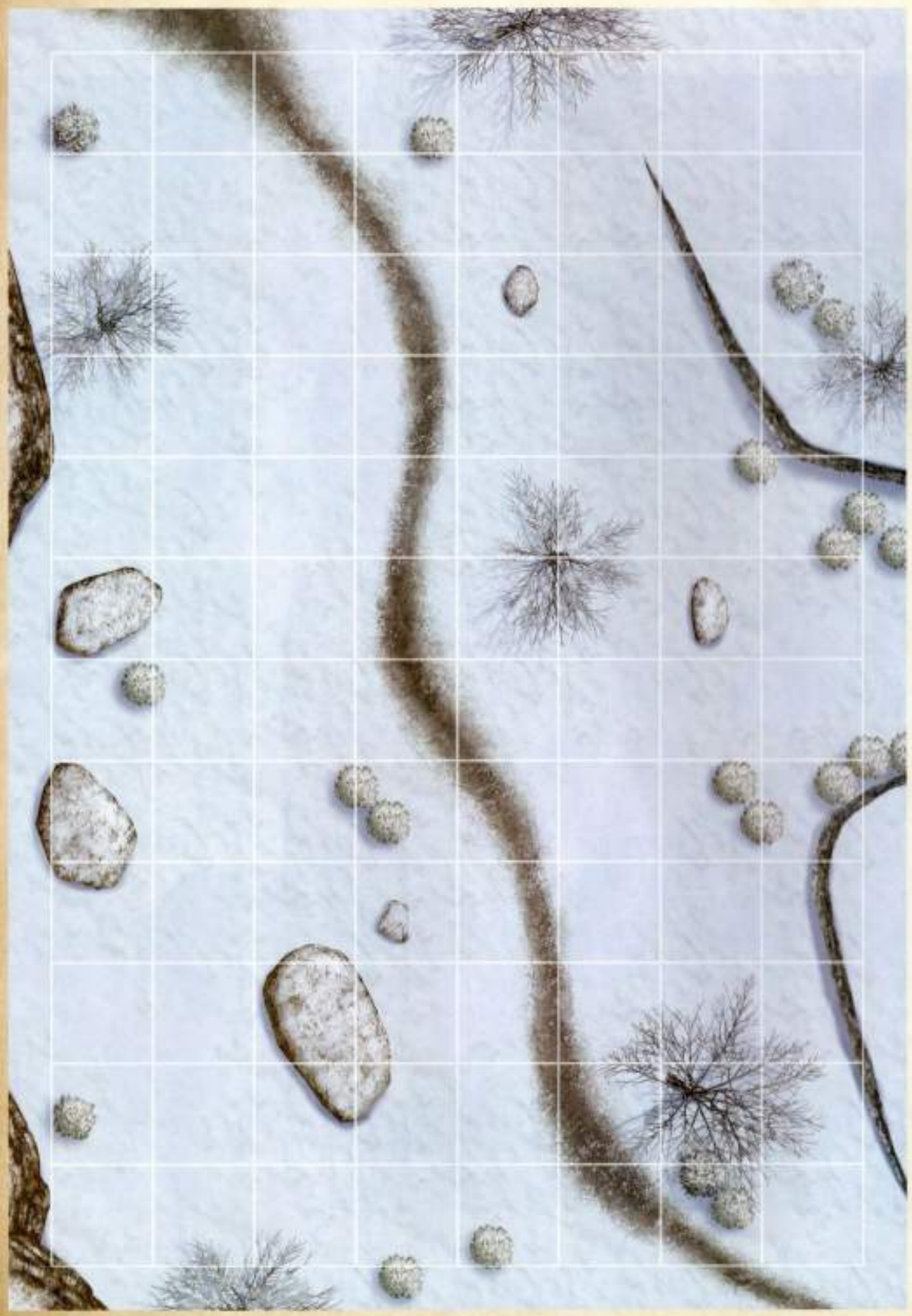
Lv. 30 It's Not Lupus

Copying this map at 160% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 30 No Lip

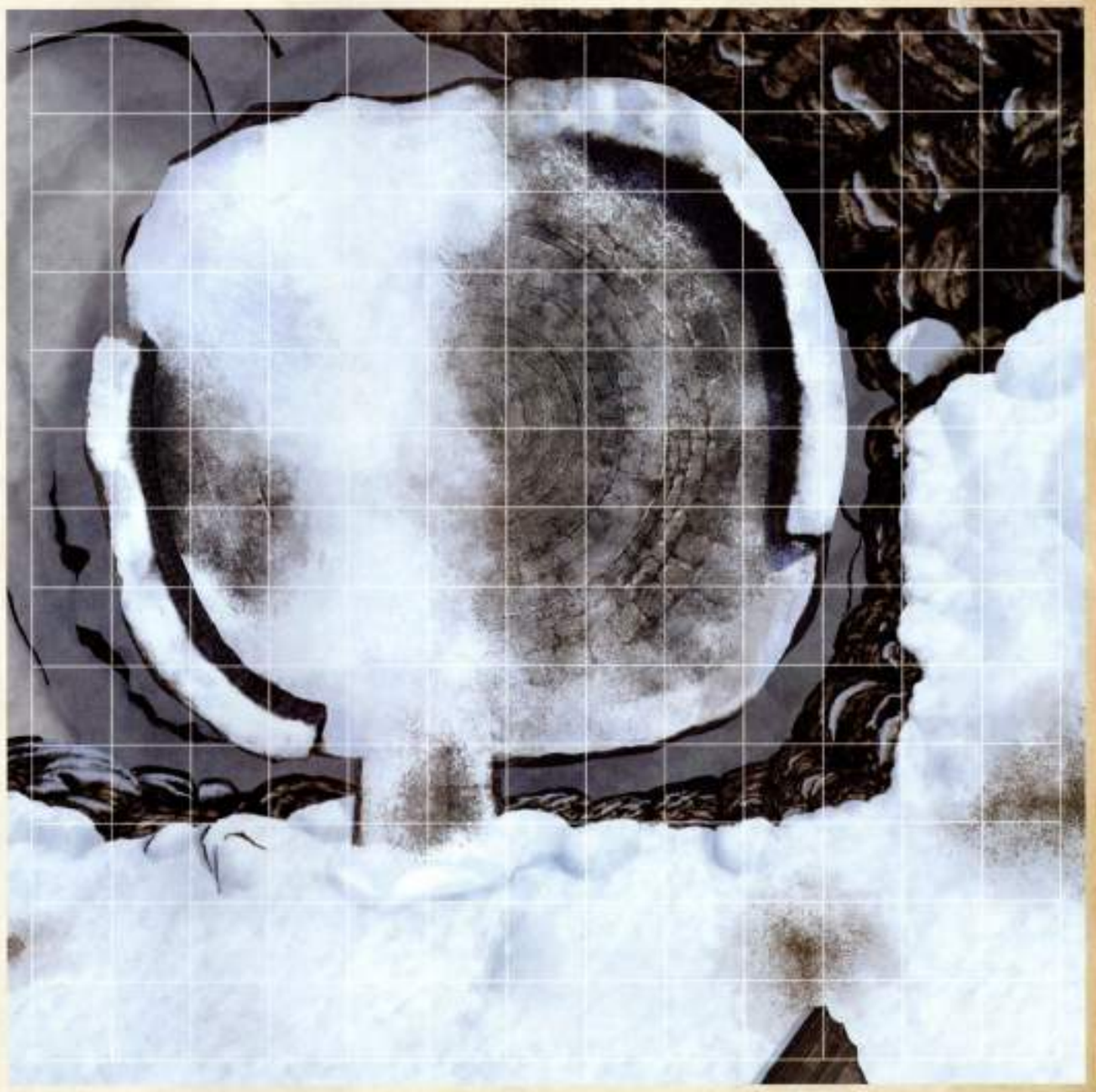
Copying this map at 175% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 40 Svara's Fear
Lv. 55 No Ifs, Ands, or Butts



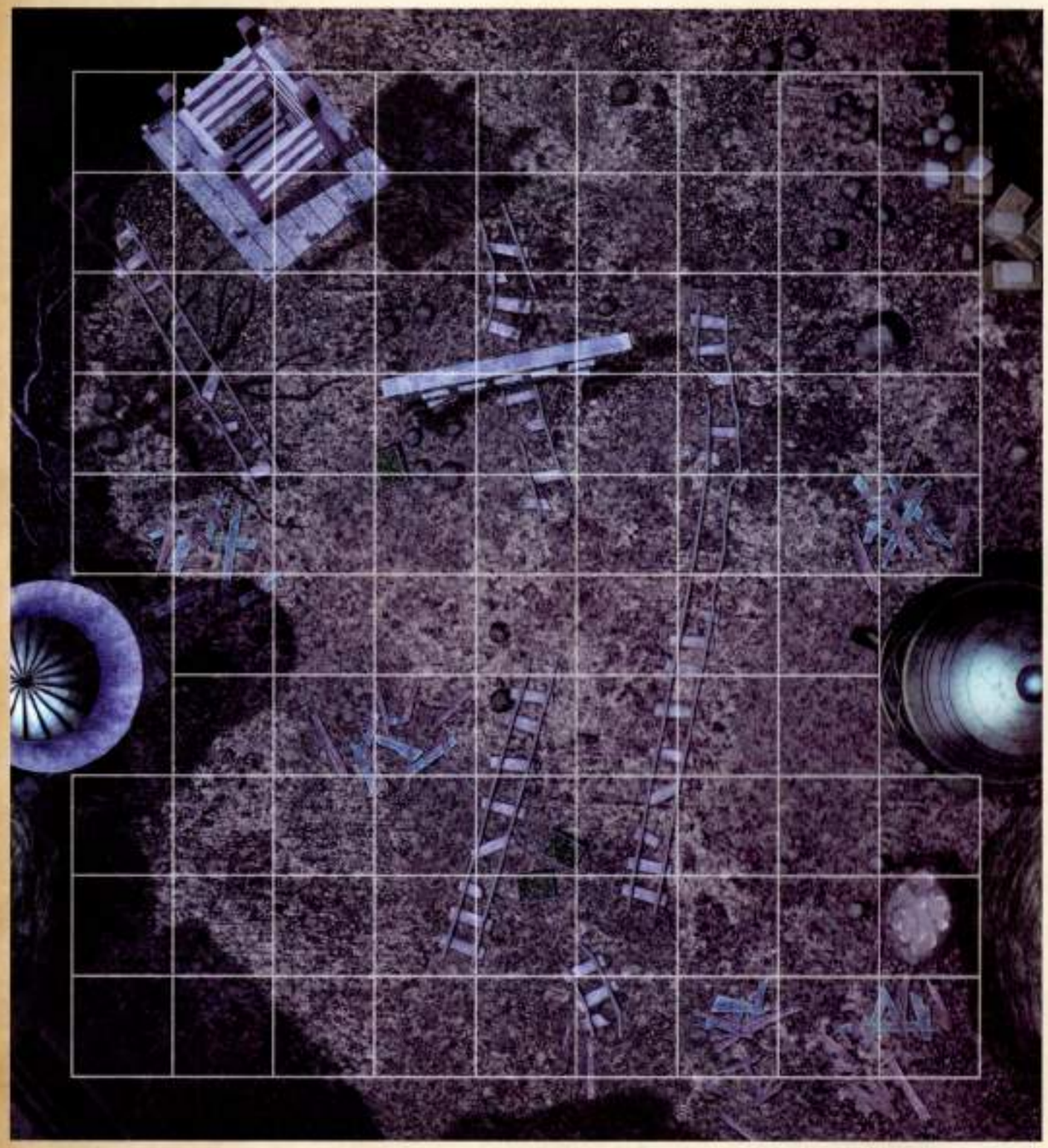
Copying this map at 125% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 40 Svara's Fall



Copying this map at 190% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 50 Dark Devices - The Plea
Lv. 50 Dark Devices - The Bait and Switch
Lv. 50 Dark Devices - The End



Copying this map at 140% magnification will ensure that each square is approximately 25 mm on each side.

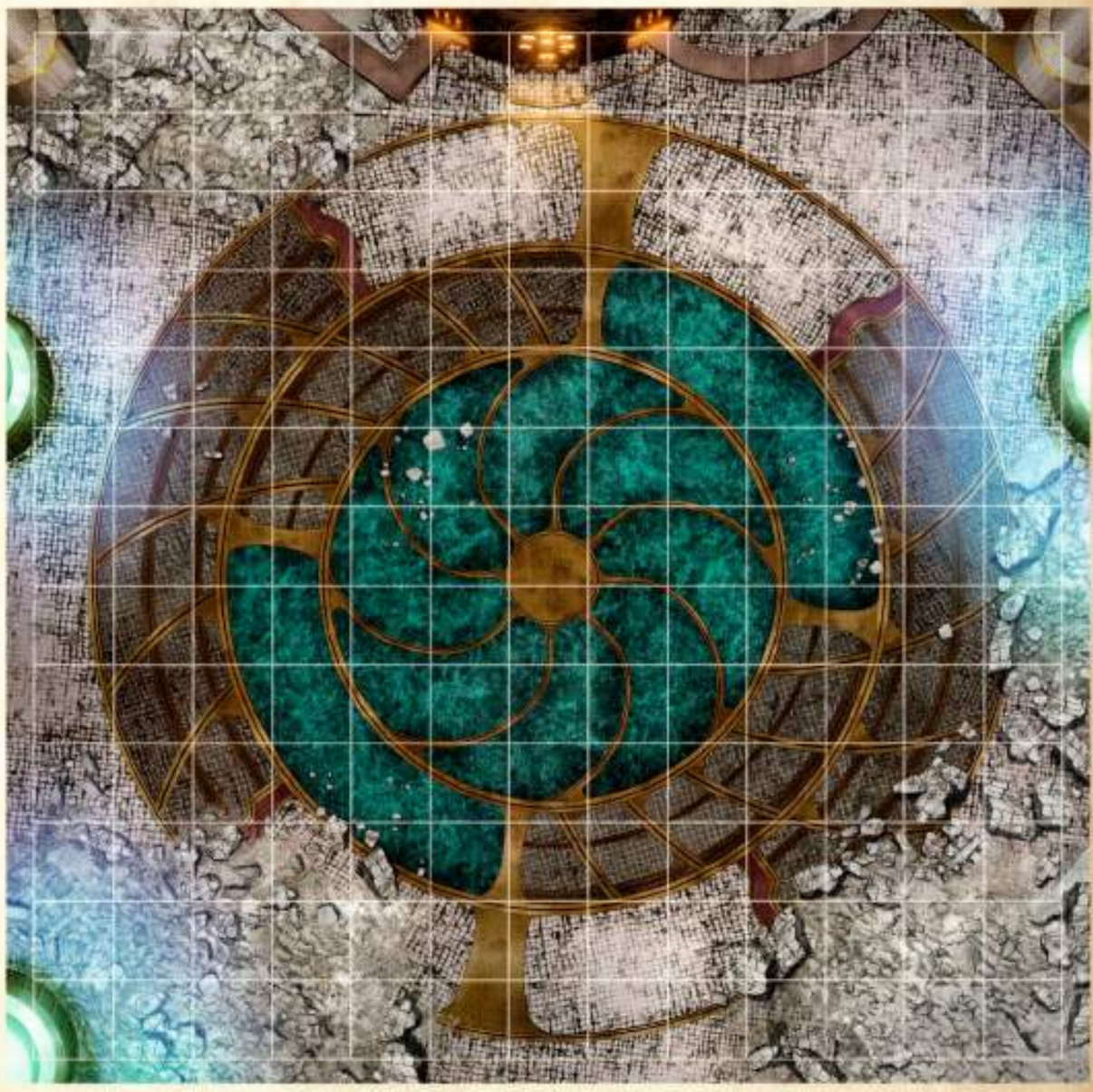
Lv. 60 Metal Gears Rising

Copying this map at 175% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 60 Metal Gears Revengeance

Copying this map at 120% magnification will ensure that each square is approximately 25 mm on each side.

Lv. 60 Metal Gears Revengeance 2



Copying this map at 190% magnification will ensure that each square is approximately 25 mm on each side.

Chapter 7: Personal Quests & Enemy Data

Expanded Personal Quests

The Scenario & Gamemaster Guide introduces new personal quests to supplement those outlined on pages 194 - 198 of the Standard Rulebook. Some of these personal quests are designed for use in campaigns or require additional prep work, so be sure to check that everyone in your group is comfortable with including them in your game and share the relevant information with the other players in advance.

Reconstruction Personal Quests

Hydaelyn is no stranger to strife; a great many villages across Eorzea suffered devastating losses during the Calamity, and rare is the Coerthan settlement that does not bear the scars of the centuries-long Dragonsong War. But all is not lost for the victims of such tragedies, as kind-hearted adventurers readily offer their time and resources to help pick up the pieces and start anew.

If you wish to undertake this personal quest, choose a settlement and pick one of the methods of contribution described below, then follow the instructions to complete it.

Gathering Contributions

Disciples of the Land can gather materials to further a settlement's reconstruction. Choose a gathering class to undertake this personal quest as, then roll a d20. Add your adventuring rank for your chosen class to the result, then refer to the corresponding table on page 196 of the Standard Rulebook to determine the outcome of your quest. Finally, divide the total determined above by ten (rounded down) and increase your chosen settlement's reconstruction progress by this amount.

Any items obtained while completing this quest—including crafting materials, crafting catalysts, and fish—are donated towards the settlement's reconstruction. You may, however, still roll a d6 to determine if your adventuring rank increases for the class you chose for this personal quest.

You still earn a title for catching a large-sized fish, even though you do not keep it.

Crafting Contributions

Disciples of the Hand can craft components to further a settlement's reconstruction. Choose a crafting class to undertake this personal quest as, then roll a d20. Add your adventuring rank for your chosen class to the result, then refer to the corresponding table on page 197 of the Standard Rulebook to determine the outcome of your quest. Finally, divide the total determined above by ten (rounded down) and increase your chosen settlement's reconstruction progress by this amount.

Any items or augmentations obtained while completing this quest are donated towards the settlement's reconstruction. You may, however, still roll a d6 to determine if your adventuring rank increases for the class you chose for this personal quest.

Labor Contributions

Adventurers can further a settlement's reconstruction by performing physical labor. Increase your chosen settlement's reconstruction progress by 1.

Reconstruction Progress & Phases

Contributing to a settlement's reconstruction in any way increases its reconstruction progress. Reconstruction progress is tracked separately for each settlement, so be sure to make a note of each settlement you assist in the profile section of your adventurer sheet.

When a settlement's reconstruction progress crosses certain thresholds, the reconstruction proceeds to its next phase. Each phase provides unique benefits, which carry over to later phases.

Reconstruction Progress	Phase
1 - 3	First Phase
4 - 8	Second Phase
9+	Third Phase

First Phase

The establishment of clearly marked roads and other infrastructure has led to an increase in foot traffic to and from the settlement. Residents are aware of your part in the reconstruction efforts, and will do what they can to assist you in times of need.

Second Phase

Basic necessities—including food, shelter, and water—have been accounted for, and the settlement is on its way to becoming self-sufficient. Residents are grateful for your continued assistance, and frequently send you parcels containing ore, lumber, herbs, or foodstuffs they've gathered. Each time you undertake a personal quest, you obtain one set of crafting materials. The GM will decide whether you receive them before or after you undertake the quest.

Third Phase

The settlement has grown prosperous enough to attract merchants with a shop rank of average. Gain the following profile trait to represent the reputation garnered by your philanthropic activities.

Architect of _____'s Rebirth

Effect: Your invaluable contributions to the settlement's reconstruction are known to all who call it home. Gain one fortune at the start of each new adventure. Additionally, receive one advantage die on all checks in the settlement you helped rebuild.

Fill in the blank with the name of your chosen settlement.

Frequently Asked Questions

Q. Can adventurers work together to help a settlement rebuild?

A. For roleplaying purposes, yes, they can. However, doing so will not cause the reconstruction efforts to proceed more quickly, as reconstruction progress is tracked separately for each adventurer.

Allied Society Personal Quests

Among the diverse spoken races native to Hydaelyn are those who live apart from wider society, having been dubbed "beastmen" by the Garlean Empire and other major powers who see them only as a threat to be dealt with. While it is true that some groups turn to warfare and vie for territory with nearby nations, many members of these societies seek a more harmonious relationship with their neighbors. Factions of amicable individuals often coalesce into small communities, then settle near other races' population centers to engage in diplomacy and trade. Open-minded adventurers have been known to complete tasks for these societies, earning goodwill and bridging the divide between their peoples. Usually, a society leader will act as the face of the community, and adventurers will primarily receive their tasks from this individual.

You do not have to accept this task, and may decide to choose another personal quest instead. Doing so does not affect your reputation with the chosen allied society.

If you wish to undertake this personal quest, choose an allied society, then roll a d20 and refer to the table below to determine the task you will be asked to accomplish. If you choose to accept the task, follow the instructions to complete it.

Allied Society Task Table (1d20)

1 - 5	Gathering Task
6 - 10	Crafting Task
11 - 17	Field Task
18 - 20	Intercultural Task

Gathering Tasks

The quest giver asks you to gather materials for them as a Disciple of the Land. Choose a gathering class to undertake this personal quest as, then roll a d20. Add your adventuring rank for your chosen class to the result, then refer to the corresponding table on page 196 of the Standard Rulebook to determine the outcome of your quest. Finally, gain fortune equal to the total determined above, divided by ten (rounded down), then increase your reputation with the chosen allied society by 1. If you roll a 20, the quantity of the deliverables impresses the quest giver. Increase your reputation with the chosen allied society by 2 instead.

Any items obtained while completing this quest—including crafting materials, crafting catalysts, and fish—are delivered to the quest giver. You may, however, still roll a d6 to determine if your adventuring rank increases for the class you chose for this personal quest.

You still earn a title for catching a large-sized fish, even though you do not keep it.

Crafting Tasks

The quest giver asks you to craft artisanal goods for them as a Disciple of the Hand. Choose a crafting class to undertake this personal quest as, then roll a d20. Add your adventuring rank for your chosen class to the result, then refer to the corresponding table on page 197 of the Standard Rulebook to determine the outcome of your quest. Finally, gain fortune equal to the total determined above, divided by ten (rounded down), then increase your reputation with the chosen allied society by 1. If you roll a 20, the quality of the deliverables impresses the quest giver. Increase your reputation with the chosen allied society by 2 instead.

Any items or augmentations obtained while completing this quest are delivered to the quest giver. You may, however, still roll a d6 to determine if your adventuring rank increases for the class you chose for this personal quest.

Field Tasks

The quest giver asks you to slay encroaching monsters or handle an important and time-consuming task. Make a check using a primary attribute of your choosing, then refer to the table below to determine the outcome of your quest. If you roll a 20, your skill impresses the quest giver. Increase your reputation with the chosen allied society by 2 instead.

Field Task Outcome Table (1d20)

1 - 9	Increase your reputation with the chosen allied society by 1
10+	Gain one point of fortune and increase your reputation with the chosen allied society by 1

Intercultural Tasks

The quest giver asks you for a small favor that you can accomplish with ease. While this task may be simple for you, however, it would be quite difficult for a member of the chosen allied society to complete alone. You may work with the GM to determine the particulars or roll on the table below to decide at random.

To complete this task, describe how your character accomplishes the request, then gain one point of fortune and increase your reputation with the chosen allied society by 1.

Intercultural Task Table (1d6)

1	The quest giver wishes to learn about your people's culture and history
2	The quest giver asks to sample your favorite cuisine
3	The quest giver wishes to see a work of art created by your people
4	The quest giver asks you to help them practice their Eorzean letters
5	The quest giver asks you to escort them to a nearby town to experience another culture's way of life
6	Create your own task, choose from the table, or roll again

Reputation & Reputation Ranks

Completing tasks for an allied society increases your reputation with that society. Reputation is tracked separately for each allied society, so be sure to make a note of each society you complete a task for in the profile section of your adventurer sheet.

When your reputation with an allied society crosses certain thresholds, your standing with them advances to the next rank. Each reputation rank provides unique benefits, which carry over to higher ranks.

Reputation	Rank
1	Recognized
2	Friendly
3	Trusted
4 - 5	Respected
6+	Honored

Recognized
The quest giver appreciates your cooperation and will remember you in the future.

Friendly
Members of the quest giver's faction know of your deeds and will recognize you when you visit their camp. If you have an opportunity to converse with them during an adventure, they readily share any information they possess, provided it does not pose them or their kin any harm.

Trusted
Members of the quest giver's faction will treat the other adventurers in your party as if they were of friendly standing. This trust is only extended to adventurers who do not threaten or harm members of the quest giver's faction.

Respected
The quest giver's faction expresses their respect by allowing you to purchase the following items from their merchants. These items may not be transferred or sold.

Societal Talisman *Instant, Utility*
Shop Tier: Special Price: 1
Target: Self Range: The entire encounter map
Base Effect: So long as the owner possesses this item, grants the ability conferred by Warding Talisman on page 152 of the Standard Rulebook. This ability can only be used once, after which the talisman loses its power and has no further effect. The character classification used for the ability's trigger is the race of the allied society from which it was purchased.

Societal Emblem *Rest, Utility*
Shop Tier: Special Price: 1 Target: Self
Base Effect: When this item is obtained, record the race of the allied society that created it. This item can be put on or taken off when the user rests or sleeps for a full cycle. While wearing this item, the race that created it is added to the owner's other classifications. Only one Societal Emblem may be worn at any given time.

Honored
Word of your continued willingness to assist the allied society has spread beyond the members of the quest giver's faction. Earn the following title.

Honored Ally of the _____
Effect: Characters with a classification that matches the race of the allied society you have reached honored standing with incur a -1 penalty on all ability checks targeting you. The effects of this title do not apply to characters with an **Elite Foe** trait, nor can they stack, even if multiple characters are using this title.
Fill in the blank with the name of your chosen allied society.

Prominent Allied Societies

- Amat'aa - Brotherhood of Ash
- Sylphs - Sylphs of Little Solace
- Kobolds - 789th Order
- Sahagin - Nnvi's Clutch
- Ixal - Ehcatl Nine
- Vanu Vanu - Gundu Tribe
- Gnath - Vath
- Moogles - Mogmenders of Moghome

There are many other allied societies found in Eorzea and the lands beyond. For more information, see pages 56 - 57 of the Standard Rulebook.

Seasonal Event Personal Quests

You take time off to enjoy the festivities during a seasonal event such as Heavensturn or Hatching-tide, and come away with a commemorative keepsake. This might be an outfit, an accessory, or just a simple trinket that you carry on your person. Whatever the case may be, this keepsake does not have any noticeable effect on its own, but while you wear or carry it around, you retain a celebratory spring in your step.

Refer to page 24 of the Standard Rulebook to create an additional profile trait that you gain for the duration of your next adventure. This profile trait is lost at the end of the adventure, at which point you should make a note in your chronicle of adventure explaining how the keepsake helped you discover a side of yourself you never knew before.

Maintenance Personal Quests

You perform the necessary maintenance to return a particular item or effect to working order. This may require you to visit a workshop and make repairs, perform some kind of ritual, or find a specific fuel source to replenish your reserves.

If you wish to undertake this personal quest, choose an item or effect you wish to maintain, then follow the instructions below. Keep in mind that you can only choose items or effects that the GM agrees can be maintained via this personal quest.

Roll a d20, then subtract the number of times you've undertaken this personal quest for the chosen item or effect from the result. If the total is 2 or higher, you successfully complete maintenance on the item or effect, allowing you to use it again during future adventures. Add a note to your adventurer sheet to keep track of the number of times you've undertaken this personal quest for that item or effect.

If the total is 1 or lower, the item proves beyond your skill to maintain. The GM will decide whether this is due to wear and tear, inability to find the type of fuel required, or some other reason. The item or effect can no longer be used, and cannot be maintained by undertaking this personal quest.

Of course, it's possible that you will grow attached to items and effects discovered during your adventures, and be reluctant to part ways with them even when they can no longer be maintained. In such cases, you can always consult with the GM and the other players to see if it's possible to set out on a new adventure to find a way to restore this item or effect through other means.

Refer to the level 55 scenario "The Light of Amdapor" on the game's official website for an example of an item that can be refueled by undertaking this personal quest.

Information Gathering Personal Quest

You set about trying to uncover a particular piece of information that will aid you in your next adventure.

If you wish to undertake this personal quest, speak with the GM to decide what it is your adventurer wants to learn, then follow the instructions below. As this personal quest requires you to have an idea of the kind of information that would prove helpful during your next adventure, it is generally only undertaken when playing a campaign.

Make a check using an attribute of the GM's choosing. The CR of this check is determined by the GM based on how difficult it is to obtain the desired information. If you succeed on this check, your adventurer manages to learn whatever it is they sought to uncover. The GM can even opt to incorporate a scene in the opening act of the next adventure in which your character makes this discovery, either through their own efforts, or via correspondence with an informant.

> **Example:** In your next adventure, the party will set out to put a stop to the schemes set in motion by a Garlean officer. With that in mind, you decide to undertake this personal quest in order to learn more about the officer. The GM has you make a **VIT** check with a CR of 15 in order to infiltrate Garlean-held territory and ask the locals for information. You succeed on this check, so during the opening act of the next adventure, the GM includes a scene in which you narrowly escape from Garlean pursuers with the information you sought.

The GM determines exactly what it is your adventurer learns, but will generally share the following kinds of information:

- A general profile describing a character
- Some or all of a character's classifications and traits
- The whereabouts of a character or object

Enemy Data

The following pages contain lists of monsters—separated by classification and arranged in order of threat ranking—that you can use as enemies or NPCs in your adventures.

Each entry contains baseline information for a given character—the data for an antling sentry, for example, outlines the attributes, traits, and abilities you would expect an average antling sentry to possess. You can use this data as is, or tailor it to the needs of a particular encounter. Similarly, enemies featured in scenarios and FATEs may have custom data that differs from their entries in this chapter.

For more information on personalizing enemies, see page 50. These monsters have been adapted from Final Fantasy XIV for use in this TTRPG, and may differ in strength or have different abilities from their MMO counterparts.

1 Name and Threat Ranking

The character's name. Their threat ranking can be found to the right.

For more information on threat rankings, see page 45.

2 Size

The character's size. This indicates how many squares the character occupies on an encounter map.

3 Classification

The character's classification. Some characters possess multiple classifications.

4 Secondary Attributes

The character's secondary attributes and their corresponding values. **Vigilance**, **Defense**, **Magic Defense**, **Max HP**, **Max MP**, and **Speed** are all secondary attributes. These attributes function for NPCs the same as they do for adventurers.

If a character's encounter data does not contain a certain attribute, they do not possess that attribute. For example, many NPCs don't have a **Max MP**, as they do not need to pay a cost to use their abilities. During the game, if an attribute a character is lacking becomes relevant, use your discretion to assign that character a value for the missing attribute.

Some characters have special movement types, such as flying, listed next to their **Speed**. Any specific rules related to movement types will be explained in scenarios or other encounter materials. If no explanation is provided, the character moves normally, regardless of its movement type.

5 Primary Attributes

The character's primary attributes and their corresponding values. **STR**, **DEX**, **VIT**, **INT**, and **MND** are all primary attributes. These attributes function for monsters and other NPCs the same as they do for adventurers.

6 Traits

The traits the character possesses. Some traits specify that their effects must be conveyed to the players at the start of an encounter or when certain conditions have been met. If no such instructions are present, you may choose if and when to explain a trait's effects, or allow the players to make checks to discern them.

7 Abilities

The abilities the character possesses. Make sure to let the players know when a monster or other NPC uses an *invoked* ability, as their adventurers may have abilities that can negate them. *Invoked* abilities can be easily identified in official scenarios, as they are marked with an INVK icon.

Using Additional Abilities

Some monsters' abilities have effects that allow them to use additional abilities. Each of these additional abilities are resolved separately, and are not considered to be a part of the effect that allowed the character to use them.

> **Example:** An antelope stag uses **Combo**, which allows them to attack using **Big Horn** and then attack again using **Stampede**. If this enemy was benefiting from an effect that granted them one advantage die on their next ability check, they would receive one advantage die when making **Big Horn**'s ability check, but not when making **Stampede**'s.

Unless otherwise stated, characters may use a standard movement action to move before, between, and after using abilities.

> **Example:** An imp attacks using **Blizzard**, which allows them to use **Blizzard** once more during that turn. The imp may use their standard movement to move before using **Blizzard**, after using **Blizzard** for the first time, and again after using **Blizzard** for the second time, so long as the number of squares traversed does not exceed their **Speed**.

Tactics

Simple tactics are provided for each monster to give you a general idea of how they behave during encounters. Remember that these tactics are only guidelines, and that you can deviate from them at any time. For more information on enemy tactics, see page 238 of the Standard Rulebook.

Some tactics sections provide specific guidance about movement, targeting, and marker placement. Whenever such information is absent, the character defaults to the general tactics outlined below. Unless otherwise stated, the rules for **Enmity** apply for all enemy tactics.

> Move to get within range of an adventurer or—if they have **Enmity** on the monster—the tank, then attack using the specified ability or abilities. You may choose which adventurer to target. The nearest adventurer is the most common choice, although you could instead target the adventurer who most recently ended their turn, who dealt the most damage to the monster, or who has taken the most damage. If you want to make an encounter more difficult, consider targeting the most distant adventurer, the adventurer with the least HP, or the adventurer with the lowest **Defense** or **Magic Defense**.
>
> If the adventurer mentioned in a monster's tactics section has been **Knocked Out**, is out of range, or is not present on the encounter map, you may choose which adventurer to target instead.
>
> If a monster's ability generates a marker, place the marker to include as many adventurers as possible. If a tank has **Enmity** on the monster, place the marker to include the tank and as many other adventurers instead.

Beastkin

Ground Squirrel — Mob

Size: Small (1x1) - Beastkin | Vigilance: 10

Defense: 11 | Magic Defense: 11
Max HP: 20 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+0	+3	+1	-2	+0

Abilities

Somersault Slash — *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 3) **CR:** Target's Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Tactics

Attack using **Somersault Slash**.

Ground Squirrel

Tuco-Tuco — Mob

Size: Small (1x1) - Beastkin | Vigilance: 10

Defense: 11 | Magic Defense: 10
Max HP: 25 | Speed: 4 squares

STR	DEX	VIT	INT	MND
+2	+0	+1	-3	+0

Abilities

Lunge — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 2) **CR:** Target's Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Spine Stream — *Primary, Stationary Marker, Physical*
Marker Area: A stationary 1x3 area extending in a straight line from 1 square directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage to all targets.

Tactics

Attack using **Spine Stream**. If either one or two **Spine Stream** markers are already present on the encounter map, attack using **Lunge** instead.

Tuco-Tuco

Opo-Opo — Mob

Size: Small (1x1) - Beastkin | Vigilance: 13

Defense: 12 | Magic Defense: 10
Max HP: 22 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+0	+6	+0	+1	+3

Abilities

Stone Throw — *Primary, Physical*
Target: Single **Range:** 5 squares
Check: DEX (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Swift Escape — *Instant*
Trigger: Immediately after this character takes damage
Base Effect: Move up to 3 squares.

Tactics

Move as far from the adventurers as possible while keeping them within range, then attack using **Stone Throw**. Use **Swift Escape** to move away from an adventurer that damages this character.

Opo-Opo

Paissa — Mob

Size: Medium (1x1) - Beastkin | Vigilance: 13

Defense: 11 | Magic Defense: 11
Max HP: 40 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+4	+2	+1	+1	+3

Traits

Wide-Eyed
This character cannot be **Blinded**.

Abilities

Paissa Pummel — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Chirp — *Primary, Magic*
Target: All enemies within range
Range: A 5x5 area centered on this character
Check: MND (d20 + 3)
CR: Target's Magic Defense
Base Effect: None.
Direct Hit: Inflicts **Sleep** on all targets.

Tactics

Attack using **Chirp**. If **Chirp** has already been used this round, attack using **Paissa Pummel** instead.

Paissa

Coeurl

Menace

Size: Large (2x2) - Beastkin **Vigilance:** 10
Defense: 14 **Magic Defense:** 12
Max HP: 40 **Speed:** 6 squares

STR	DEX	VIT	INT	MND
+1	+4	+0	-2	+0

Abilities

Gnaw *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target. This character can use **Gnaw** once more at any point during this turn.
Direct Hit: Deals an additional 1d6 damage.

High Caterwaul *Primary, Stationary Marker, Magic, Invoked*
Origin: 2 squares, each occupied by 1 random non-tank enemy
Marker Area: Two stationary 5x5 areas, one centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

Tactics

Attack using **High Caterwaul**. If a **High Caterwaul** marker is already present on the encounter map, attack using **Gnaw** instead.

Aldgoat

Menace

Size: Large (2x2) - Beastkin **Vigilance:** 11
Defense: 12 **Magic Defense:** 11
Max HP: 35 **Speed:** 5 squares

STR	DEX	VIT	INT	MND
+4	+0	+4	-2	+1

Abilities

Head Butt *Primary, Physical*
Target: All enemies within range
Range: A 2x2 area directly adjacent to this character
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Seismic Scream *Secondary, Invoked*
Target: Single **Range:** 5 squares
Base Effect: Grants all allies one advantage die on ability checks made against the target until the start of this character's next turn.
Limitation: Once per phase

Tactics

Attack using **Head Butt**. Use **Seismic Scream** at the beginning of this character's turn during round 1.

Aldgoat

Coeurl

Wild Wolf

Menace

Size: Medium (1x1) - Beastkin **Vigilance:** 11
Defense: 12 **Magic Defense:** 11
Max HP: 33 **Speed:** 5 squares

STR	DEX	VIT	INT	MND
+2	+4	+0	-3	+1

Traits

Wolf Pack
This character receives one advantage die on ability checks targeting an enemy adjacent to another ally.

Abilities

Foul Bite *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target. If the target's HP is less than or equal to half of their **Max HP**, deals 6 damage instead.
Direct Hit: Deals an additional 1d6 damage.

Pounce *Primary, Mobile Marker, Physical*
Origin: 1 tank within 10 squares of this character
Marker Area: A mobile 3x3 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage to all targets, then move to an empty square adjacent to the origin if one is available.

Tactics

Attack using **Pounce**. If a **Pounce** marker is already present on the encounter map, attack the adventurer with the lowest HP using **Foul Bite** instead.

Hippogryph

Menace

Size: Medium (1x1) - Beastkin **Vigilance:** 10
Defense: 12 **Magic Defense:** 14
Max HP: 50 **Speed:** 6 squares

STR	DEX	VIT	INT	MND
+3	+5	+2	-1	+0

Traits

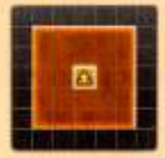
Opportunistic Hunter
This character does not incur a penalty for **Enmity** when targeting a **Stunned** enemy.

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **Beak Snap**, then use **Overtone Shriek**.

Beak Snap *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Overtone Shriek *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Reduces all targets' MP to 0 and **Stuns** them until the end of their next turns.



Tactics

Attack using **Combo**. If any adventurers are **Stunned**, target them regardless of whether a tank has **Enmity** on this character.

Wild Wolf

Hippogryph

Antelope Stag

Champion

Size: Medium (1x1) - Beastkin | Vigilance: 13

Defense: 13 | Magic Defense: 12
Max HP: 55 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+4	+2	+3	-2	+3

Traits

Herd Mentality
All antelope does within 5 squares of this character receive one advantage die on ability checks targeting an enemy.

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **Big Horn**, then use **Stampede**.

Big Horn *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Stampede *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Tactics

Attack using **Combo**.

Antelope Doe

Mob

Size: Medium (1x1) - Beastkin | Vigilance: 11

Defense: 11 | Magic Defense: 11
Max HP: 30 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+2	+2	+2	-3	+1

Abilities

Stampede *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 2) **CR:** Target's **Defense**
Base Effect: Deals 2 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Tactics

Attack using **Stampede**. If an antelope stag is present on the encounter map, attempt to move within 5 squares of it before attacking.

Antelope Doe

Antelope Stag

Large Buffalo

Champion

Size: Large (2x2) - Beastkin | Vigilance: 11

Defense: 13 | Magic Defense: 10
Max HP: 70 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+0	+6	-4	+1

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **Pulverizing Pound**, then use **Seismic Rift**.

Pulverizing Pound *Primary, Physical*
Target: All enemies within range
Range: A 3x3 area adjacent to this character
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to all targets.
Direct Hit: Deals an additional 2d6 damage and forces all targets to move up to 2 squares away from this character, as determined by the GM.

Seismic Rift *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 8x8 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage and knocks all targets **Prone**.

Tactics

Attack using **Combo**.

Wild Boar

Champion

Size: Large (2x2) - Beastkin | Vigilance: 10

Defense: 13 | Magic Defense: 13
Max HP: 80 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+5	+2	+5	-3	+0

Traits

Trample
All enemies in a square this character moves through must make a **DEX** or **VIT** check with a CR of 13. Any character who fails this check takes 2d6 damage and is knocked **Prone**. A character can only be affected by this trait once per turn.

Abilities

Gore *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target. If the target is **Prone**, deals 7 damage instead.
Direct Hit: Deals an additional 2d6 damage.

Reckless Charge *Secondary* ☐
Condition: This character's HP is less than or equal to half of their **Max HP**
Base Effect: This character's abilities deal an additional 1d6 damage until the end of this turn.
Limitation: Once per phase

Tactics

Move through as many squares occupied by adventurers as possible, then attack using **Gore**. Use **Reckless Charge** at the beginning of this character's turn if their HP is less than or equal to half of their **Max HP**.

Large Buffalo

Wild Boar

Goobbue

Solo

Size: Large (2x2) · Beastkin | Vigilance: 10

Defense: 14 | Magic Defense: 12
Max HP: 100 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+0	+5	-3	+0

Traits

Voracious Appetite
While this character's HP is less than or equal to half of their **Max HP**, their abilities deal an additional 1d6 damage.

Abilities

Combo *Primary, Unique*
Base Effect: Attack twice using **Beatdown**, then use **Moldy Sneeze**.

Beatdown *Primary, Physical*
Target: All enemies within range
Range: A 2x2 area adjacent to this character
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 8 damage to all targets.
Direct Hit: Deals an additional 1d6 damage.
All targets must make a VIT check with a CR of 10. Any character who fails this check is knocked **Prone**.

MWK Moldy Sneeze *Primary, Stationary Marker, Magic, Invoked*
Marker Area: A stationary 6x6 area with one side centered on 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage and **Slows** all targets.

Tactics

Attack using **Combo**.

Dhalmel

Solo

Size: Large (2x2) · Beastkin | Vigilance: 15

Defense: 15 | Magic Defense: 12
Max HP: 180 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+3	+5	-2	+0

Traits

Skittish
This character's **Vigilance** is increased by 5*.
*This character's attributes have been adjusted to include this effect.

Abilities

Combo *Primary, Unique*
Base Effect: Attack twice using **Ram**, then use **Whiplash**.

Ram *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 10 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

MWK Whiplash *Primary, Stationary Marker, Physical, Invoked*
Marker Area: A stationary 6x6 area with one side centered on 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.

MWK Whistle *Secondary, Invoked*
Base Effect: This character's abilities deal an additional 1d6 damage until the end of this turn.
Limitation: Once per phase

Tactics

Attack using **Combo**. Use **Whistle** at the beginning of this character's turn during round 1.

Goobbue

Dhalmel

Yeti

Solo

Size: Large (2x2) · Beastkin | Vigilance: 10

Defense: 14 | Magic Defense: 13
Max HP: 240 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+2	+5	-2	+0

Abilities

Combo *Primary, Unique*
Base Effect: Attack twice using **Buffet**, then use **Northerlies**.

Buffet *Primary, Physical*
Target: All enemies within range
Range: A 4x2 area whose longest side is centered on 2 squares directly adjacent to this character
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 8 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

MWK Northerlies *Primary, Stationary Marker, Magic, Ice-Aspected, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 4 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage and **Slows** all targets.

Tactics

Attack using **Combo**.

Yeti

Bandersnatch

Solo

Size: Large (2x2) · Beastkin | Vigilance: 11

Defense: 17 | Magic Defense: 15
Max HP: 210 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+3	+4	-2	+1

Traits

Brutal Instincts
This character may deal 5 damage to all adjacent enemies when they move into a square. A character can only be affected by this trait once per turn.

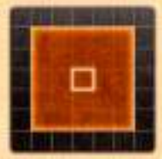
Abilities

Combo *Primary, Unique*
Base Effect: Attack twice using **Catching Claws**, then use either **Frumious Jaws** or **Fire II**.

Catching Claws *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 8 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Frumious Jaws *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 8 damage to the target.
Direct Hit: Deals an additional 2d6 damage. The target must make a DEX check with a CR of 10. Any character who fails this check is **Bound**.

MWK Fire II *Primary, Stationary Marker, Magic, Fire-Aspected, Invoked*
Origin: 1 square occupied by 1 random enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and inflicts a **DOT (5)** on all targets.



Prowl *Secondary*
Base Effect: Move up to 5 squares.

Tactics

Attack using **Combo**. Use **Frumious Jaws** during odd rounds and **Fire II** during even rounds. After attacking, use **Prowl** and any remaining standard movement to damage as many adventurers as possible with **Brutal Instincts**.

Bandersnatch

Alteci

Boss

Size: Huge (3x3) • Beastkin — Vigilance: 14

Defense: 16 — Magic Defense: 14
Max HP: 550 — Speed: 5 squares

STR	DEX	VIT	INT	MND
+7	+4	+5	-2	+4

Traits

Elite Foe: Mad Mylodon
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, **Knocked Out**, and **Death**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

Abilities

Snow Flurry Combo — *Primary, Unique*
Base Effect: Attack using **Claw Swipe**, then use **Snow Flurry**.

Claw Swipe — *Primary, Physical*
Target: All enemies within range
Range: A 5x3 area whose longest side is centered on 3 squares directly adjacent to this character
Check: STR (d20 + 7) **CR:** Target's **Defense**
Base Effect: Deals 15 damage and inflicts a **DOT (10)** on all targets.
Direct Hit: Deals an additional 2d6 damage.

RWB Snow Flurry
Primary, Stationary Marker, Magic, Ice-Aspected, Invoked
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 5 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 + 10 damage and **Paralyzes** all targets.

Slowball Combo — *Primary, Unique*
Base Effect: Attack using **Roar**, then use **Slowball**.

Roar — *Primary, Magic*
Target: All enemies within range
Range: A 7x7 area centered on this character
Check: MND + 2 (d20 + 6)
CR: Target's **Magic Defense**
Base Effect: Deals 15 damage and forces all targets to move up to 3 squares away from this character, as determined by the GM.
Direct Hit: Deals an additional 2d6 damage.

RWB Slowball
Primary, Stationary Marker, Magic, Ice-Aspected, Invoked
Origin: 2 squares, each occupied by 1 random enemy
Marker Area: Two stationary 7x7 areas, one centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage and inflicts **Heavy** on all targets.

Marked for the Hunt — *Instant, Magic*
Trigger: When this character begins their turn
Base Effect: Choose and resolve two of the following effects.
- Grant this character one advantage die on all ability checks they make this turn.
- Immediately move up to 3 squares.
- Target all enemies within 2 squares of this character, then deal 5 damage to all targets.
- Roll a d20. If the die lands on a 10 or higher, remove a single enfeeblement from this character. Some enfeeblements, such as **Enmity**, cannot be removed by this effect.

Tactics

Attack using **Snow Flurry Combo** (odd rounds only) or **Slowball Combo** (even rounds only). Place the markers for **Slowball** on two random non-tank adventurers, regardless of whether a tank has **Enmity** on this character.

Seedkin

Funguar

Mob

Size: Medium (1x1) • Seedkin — Vigilance: 10

Defense: 11 — Magic Defense: 12
Max HP: 20 — Speed: 4 squares

STR	DEX	VIT	INT	MND
+1	+1	+2	+1	+0

Abilities

Queasy Cloud — *Primary, Physical*
Target: All enemies within range
Range: A 5x5 area centered on this character
Base Effect: Deals 5 damage, then inflicts a **DOT (5)** on all targets not already suffering from a **DOT** inflicted by a funguar.

Hypha Whip — *Primary, Stationary Marker, Physical*
Origin: All squares occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage to all targets.

Puffball — *Instant*
Trigger: Immediately after this character takes damage from an ability and is not reduced to 0 HP
Base Effect: Immediately use **Queasy Cloud**.
Limitation: Once per round

Tactics

Attack using **Queasy Cloud** or **Hypha Whip**.

Flying Trap

Mob

Size: Medium (1x1) • Seedkin — Vigilance: 13

Defense: 10 — Magic Defense: 10
Max HP: 30 — Speed: 2 squares

STR	DEX	VIT	INT	MND
+0	+4	+2	-3	+3

Abilities

Seedvolley — *Primary, Physical*
Target: Single **Range:** 5 squares
Check: DEX (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

RWB Sour Sough — *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 3x3 area that includes the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 damage, inflicts a **DOT (5)**, and forces all targets to move up to 2 squares, as determined by the GM.

Tactics

Attack using **Sour Sough**. If either one or two **Sour Sough** markers are already present on the encounter map, attack using **Seedvolley** instead.

Flying Trap

Bulb

Mob

Size: Small (1x1) - Seedkin | Vigilance: 12

Defense: 10 | Magic Defense: 10
Max HP: 15 | Speed: 4 squares

STR	DEX	VIT	INT	MND
+0	-1	+1	-1	+2

Traits

Rampant Growth
At the start of each round, place one bulb on the encounter map. This trait can only take effect once per round, regardless of how many bulbs are present on the encounter map.

Abilities

Stolon *Primary, Magic, Earth-Aspected*
Target: Single **Range:** 10 squares
Check: MND (d20 + 2) **CR:** Target's **Magic Defense**
Base Effect: Deals 2 damage, then inflicts a **DOT (3)** on the target if they are not already suffering from a **DOT** inflicted by a bulb.
Direct Hit: Deals an additional 1d6 damage.

Sprout Spin *Primary, Stationary Marker, Physical*
Origin: All squares occupied by this character
Marker Area: A stationary 3x3 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 damage to all targets.

Tactics
Attack using **Sprout Spin**. If either one or two **Sprout Spin** markers are already present on the encounter map, attack using **Stolon** instead.

Korpokkur

Mob

Size: Small (1x1) - Seedkin | Vigilance: 13

Defense: 11 | Magic Defense: 13
Max HP: 35 | Speed: 4 squares

STR	DEX	VIT	INT	MND
+1	+3	+2	-1	+3

Abilities

Buller's Drop *Primary, Physical*
Target: Single **Range:** 10 squares
Check: DEX (d20 + 3) **CR:** Target's **Defense**
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Spiritus *Primary, Stationary Marker, Magic, Water-Aspected*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 damage, then inflicts **Ice Resistance Down (5)** on all targets not already suffering from **Ice Resistance Down (5)**.
Limitation: Once per phase

Ice Resistance Down (X)
- A character afflicted with **Ice Resistance Down (X)** takes X more damage from *Ice-aspected* abilities.
- Only the highest **Ice Resistance Down (X)** is applied when a character takes damage.

Tactics
Attack using **Spiritus**. If a **Spiritus** marker is already present on the encounter map, attack using **Buller's Drop** instead.

Bulb

Korpokkur

Mandragora

Menace

Size: Small (1x1) - Seedkin | Vigilance: 12

Defense: 14 | Magic Defense: 11
Max HP: 25 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+1	+4	+0	+1	+2

Traits

Vegetative Enigma
This character receives one advantage die on ability checks targeting enemies whose HP is less than or equal to half of their **Max HP**.

Abilities

Ramming Kick *Primary, Physical*
Target: 2 characters **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to all targets.
Direct Hit: Deals an additional 1d6 damage.

Tactics
Attack using **Ramming Kick**.

Ochu

Menace

Size: Large (2x2) - Seedkin | Vigilance: 10

Defense: 13 | Magic Defense: 12
Max HP: 55 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+2	+3	+1	+0	+0

Abilities

Vine Lash *Primary, Physical*
Target: 2 characters **Range:** 2 squares
Check: DEX (d20 + 3) **CR:** Target's **Defense**
Base Effect: Deals 5 damage, then inflicts a **DOT (5)** on all targets not already suffering from a **DOT** inflicted by an ochu.
Direct Hit: Deals an additional 1d6 damage.

Acid Mist *Primary, Stationary Marker, Magic*
Origin: 1 square occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage and **Slows** all targets.

Tactics
Attack using **Acid Mist**. If an **Acid Mist** marker is already present on the encounter map, attack using **Vine Lash** instead.

Mandragora

Ochu

Sabotender — Champion

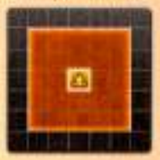
Size: Medium (1x1) - Seedkin **Vigilance:** 13
Defense: 17 **Magic Defense:** 14
Max HP: 65 **Speed:** 6 squares

STR	DEX	VIT	INT	MND
+1	+2	+1	+0	+3

Abilities

5 Needles *Primary, Physical*
Target: Single **Range:** 5 squares
Check: DEX (d20 + 2) **CR:** Target's Defense
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

1000 Needles *Primary, Stationary Marker, Physical, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 1000 damage to all targets.



Prickly Protection *Instant* ☐
Trigger: Immediately after this character takes damage from a *physical* ability used by an adjacent enemy
Base Effect: Immediately use **1000 Needles**.
Limitation: Once per phase

Tactics

Attack using **5 Needles**. Use **Prickly Protection** after an adjacent enemy damages this character with a *physical* ability.

Sabotender

Morbol — Champion

Size: Large (2x2) - Seedkin **Vigilance:** 11
Defense: 14 **Magic Defense:** 14
Max HP: 120 **Speed:** 4 squares

STR	DEX	VIT	INT	MND
+5	+0	+4	-2	+1

Traits

Disease Carrier
This character cannot be afflicted with **DOTs**, **Paralysis**, **Sleep**, **Blind**, **Slow**, or **Silence**.

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **Vine Probe**, then use **Bad Breath**.

Vine Probe *Primary, Physical, Invoked*
Target: All enemies within range
Range: A 2x4 area extending in a straight line from 2 squares directly adjacent to this character
Check: STR (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 12 damage to all targets.
Direct Hit: Deals an additional 2d6 damage and inflicts **Slow**.

Bad Breath *Primary, Stationary Marker, Magic, Invoked*
Origin: 2 squares adjacent to this character
Marker Area: A stationary cone extending up to 4 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Inflicts a **DOT (20)**, **Paralysis**, **Sleep**, **Blind**, **Stun**, **Slow**, and **Silence** on all targets.

Tactics

Attack using **Combo**.

Morbol

Treant — Solo

Size: Large (2x2) - Seedkin **Vigilance:** 14
Defense: 15 **Magic Defense:** 16
Max HP: 220 **Speed:** 5 squares

STR	DEX	VIT	INT	MND
+5	+0	+5	-1	+4

Traits

Awakened Wood
While this character's HP is less than or equal to half of their **Max HP**, they receive one advantage die on ability checks.

Abilities

Combo *Primary, Unique*
Base Effect: Attack using either **Wood Wall** or **Acorn Bomb**, then use either **Canopy** or **Arboreal Storm**.

Wood Wall *Primary, Physical*
Target: 2 characters **Range:** 2 squares
Check: STR (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 7 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Acorn Bomb *Primary, Magic*
Target: All enemies within range
Range: A 3x3 area centered on 1 tank within 10 squares of this character
Check: MND (d20 + 4)
CR: Target's Magic Defense
Base Effect: Deals 5 damage to all targets.
Direct Hit: Deals an additional 2d6 damage and inflicts **Sleep**.

Canopy *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.

Arboreal Storm *Primary, Stationary Marker, Physical*
Origin: All squares occupied by this character **Marker Area:** A stationary 8x8 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and **Blinds** all targets.

Tactics

Attack using **Combo**.

Treant

Stench Blossom — Solo

Size: Huge (3x3) - Seedkin **Vigilance:** 12
Defense: 16 **Magic Defense:** 16
Max HP: 300 **Speed:** 4 squares

STR	DEX	VIT	INT	MND
+6	+2	+4	-1	+2

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **Hundred Lashings**, then use either **Leafstorm** or **Rotten Stench**.

Hundred Lashings *Primary, Physical*
Target: All enemies within range
Range: A 5x3 area whose longest side is centered on 3 squares directly adjacent to this character
Check: STR (d20 + 6) **CR:** Target's Defense
Base Effect: Deals 8 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Leafstorm *Primary, Physical, Wind-Aspected*
Target: All enemies within range
Range: A 7x7 area centered on this character
Check: STR (d20 + 6) **CR:** Target's Defense
Base Effect: Deals 12 damage to all targets.
Direct Hit: Deals an additional 2d6 damage and inflicts **Blind**.

Rotten Stench *Primary, Mobile Marker, Magic, Invoked*
Origin: 1 healer
Marker Area: A mobile 3x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 10d6 + 10 damage divided evenly (rounded up) amongst all targets.

Viscid Emission *Secondary* ☐☐
Target: Single **Range:** 10 squares
Base Effect: Inflicts a **DOT (10)** and **Slows** the target.
Limitation: Twice per phase

Thorn Whip *Instant, Magic* ☐
Trigger: The beginning of the [Adventurer Step] in the first round of each phase
Target: All enemies within range
Range: The entire encounter map
Base Effect: Links pairs of targets with tethers that deal 20 damage at the end of each [Adventurer Step]. If a tethered character moves 6 or more squares away from the character they are tethered to, the tether breaks and is removed. If a target cannot be paired, no tether forms between them and another target.
Limitation: Once per phase

Tactics

Attack using **Combo**. Use **Leafstorm** during odd rounds and **Rotten Stench** during even rounds. Use **Viscid Emission** during round 1 and 2, and use **Thorn Whip** at the beginning of the [Adventurer Step] during round 1, tethering all enemies in pairs.

Stench Blossom

Vilekin

Myrmidon Soldier — Mob

Size: Medium (1x1) - Vilekin | Vigilance: 10
Defense: 13 | Magic Defense: 10
Max HP: 20 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+1	+4	+1	-3	+0

Abilities

Trap Jaws — *Primary, Physical*
Target: Single Range: 1 square
Check: DEX (d20 + 4) CR: Target's Defense
Base Effect: Deals 4 damage to the target. If the target is adjacent to another myrmidon, deals 6 damage instead.
Direct Hit: Deals an additional 2d6 damage, then inflicts a **DOT (3)** if the target is not already suffering from a **DOT** inflicted by a myrmidon.

Tactics
Attack using **Trap Jaws**. Whenever possible, myrmidon soldiers should attempt to concentrate their attacks on a single adventurer.

Myrmidon Soldier

Banemite — Mob

Size: Large (2x2) - Vilekin | Vigilance: 13
Defense: 12 | Magic Defense: 11
Max HP: 40 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+3	+3	+1	-3	+1

Traits

Web Walker
This character cannot be **Bound**.

Abilities

Deadly Thrust — *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 3) CR: Target's Defense
Base Effect: Deals 3 damage, then inflicts a **DOT (5)** if the target is not already suffering from a **DOT** inflicted by a banemite.
Direct Hit: Deals an additional 1d6 damage.

Silkscreen — *Primary, Stationary Marker, Magic, Invoked*
Marker Area: A stationary 2x5 area extending in a straight line from 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage and forces all targets to move up to 2 squares, as determined by the GM.

Sticky Web — *Secondary*
Target: A 3x3 area within 5 squares of this character
Base Effect: Changes all target squares into sticky webs.

Sticky Web: Moving out of one of these squares via a standard movement action requires 1 additional square of movement. Banemites are not affected by these squares.

Tactics
Attack using **Silkscreen**. If a **Silkscreen** marker is already present on the encounter map, attack using **Deadly Thrust** instead. When using **Sticky Web**, target an area occupied by as many adventurers as possible.

Banemite

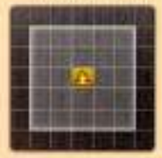
Bumble Beetle — Mob

Size: Small (1x1) - Vilekin | Vigilance: 10
Defense: 13 | Magic Defense: 12
Max HP: 10 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+3	+2	+0	-4	+0

Abilities

Bombardier — *Primary, Physical*
Target: All enemies within range
Range: A 5x5 area centered on this character
Check: STR (d20 + 3) CR: Target's Defense
Base Effect: Deals 3 damage to all targets.
Direct Hit: Deals an additional 3d6 damage.



Tactics
Attack using **Bombardier**, attempting to hit as many adventurers as possible.

Chigoe — Mob

Size: Medium (1x1) - Vilekin | Vigilance: 10
Defense: 12 | Magic Defense: 12
Max HP: 20 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+0	+2	+0	-4	+0

Abilities

Proboscis — *Primary, Physical*
Target: Single Range: 1 square
Check: DEX (d20 + 2) CR: Target's Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Blood Drain — *Primary, Physical*
Target: Single Range: 1 square
Check: DEX (d20 + 2) CR: Target's Defense
Base Effect: Deals 3 damage to the target. Restores HP equaling the amount of HP the target lost from this ability.
Direct Hit: Deals an additional 2d6 damage.
Limitation: Once per phase

Tactics
Attack the adventurer with the lowest HP using **Proboscis**, or, if this character's HP is less than their **Max HP**, **Blood Drain**.

Bumble Beetle

Chigoe

Syrphid Swarm

Menace

Size: Large (2x2) - Vilekin | Vigilance: 10
Defense: 11 | Magic Defense: 11
Max HP: 35 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+0	+0	+0	-5	+0

Traits

Swarm
This character can move through and end their movement in occupied squares. Other characters may also move through or end their movement in the same square as this character.

Abilities

Stinging Cloud *Primary, Physical*
Target: All enemies within range
Range: All squares occupied by this character
Base Effect: Deals 5 damage and inflicts a **DOT (3)** on all targets.

Tactics
Attack using **Stinging Cloud**, attempting to hit as many adventurers as possible.

Antling Sentry

Menace

Size: Large (2x2) - Vilekin | Vigilance: 10
Defense: 14 | Magic Defense: 12
Max HP: 40 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+5	+2	+1	-3	+0

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **Trap Jaws**, then use **Acid Spray**.

Trap Jaws *Primary, Physical*
Target: Single **Range:** 2 squares
Check: **STR** (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Acid Spray *Primary, Stationary Marker, Magic*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

Tactics
Attack using **Combo**. If an **Acid Spray** marker is already present on the encounter map, attack using **Trap Jaws** instead.

Syrphid Swarm

Antling Sentry

Myrmidon Sentry

Menace

Size: Medium (1x1) - Vilekin | Vigilance: 11
Defense: 17 | Magic Defense: 14
Max HP: 70 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+2	+5	+4	-3	+1

Abilities

Mandible Bite *Primary, Physical*
Target: All enemies within range
Range: A 3x3 area centered on this character
Check: DEX (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 7 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Tactics
Attack using **Mandible Bite**, attempting to hit as many adventurers as possible.

Myrmidon Marshal

Menace

Size: Medium (1x1) - Vilekin | Vigilance: 11
Defense: 15 | Magic Defense: 13
Max HP: 40 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+2	+5	+3	-3	+1

Traits

Collective Coordination
All myrmidon soldiers within 5 squares of this character receive one advantage die on ability checks targeting an enemy.

Abilities

MVR Formic Pheromones *Primary, Magic, Invoked*
Target: 1 ally tethered to this character **Range:** 5 squares
Base Effect: Restores 10 HP to the target.

Snapping Jaws *Secondary, Physical*
Target: Single **Range:** 1 square
Base Effect: Deals 5 damage to the target.

Tactics
Use **Formic Pheromones**, then move so that as many myrmidon soldiers as possible are within 5 squares of this character. If an adventurer is within range, attack using **Snapping Jaws**. At the beginning of the encounter, a tether forms between this character and another ally.

Myrmidon Sentry

Myrmidon Marshal

Sandworm Guard — Menace

Size: Large (2x2) - Vilekin | Vigilance: 11
Defense: 16 | Magic Defense: 16
Max HP: 40 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+4	-2	+4	-4	+1

Abilities

Body Slam — *Primary, Physical*
Target: All enemies within range
Range: A 3x3 area adjacent to this character
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to all targets. All characters who suffer damage from this effect must make a DEX check with a CR of 14. Any character who fails this check is knocked **Prone**.
Direct Hit: Deals an additional 2d6 damage.

Harden Hide — *Instant* ☐
Trigger: Immediately after an ability check for an ability that targets this character
Base Effect: Increases this character's **Defense** by 2 for the check that triggered **Harden Hide**.
Limitation: Once per phase

Tactics
Attack using **Body Slam**, attempting to hit as many adventurers as possible.

Sandworm Guard

Crawler — Menace

Size: Medium (1x1) - Vilekin | Vigilance: 10
Defense: 15 | Magic Defense: 13
Max HP: 55 | Speed: 5 squares

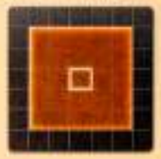
STR	DEX	VIT	INT	MND
+5	+0	+5	-3	+0

Abilities

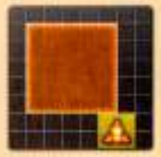
Combo — *Primary, Unique*
Base Effect: Attack using **Slam**, then use either **Sticky Thread** or **Poison Breath**.

Slam — *Primary, Physical*
Target: Single **Range:** 1 square
Check: **STR** (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 8 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Sticky Thread — *Primary, Stationary Marker, Physical*
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and **Slows** all targets.



Poison Breath — *Primary, Stationary Marker, Magic*
Marker Area: A stationary 5x5 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 damage and inflicts a **DOT (8)** on all targets.



Tactics
Attack using **Combo**. Use **Sticky Thread** during odd rounds and **Poison Breath** during even rounds.

Crawler

Sandworm — Menace

Size: Large (2x2) - Vilekin | Vigilance: 8
Defense: 15 | Magic Defense: 14
Max HP: 60 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+0	+5	-3	-2

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Toothy Maw**, then use **Sand Breath**.

Toothy Maw — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: **STR** (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Sand Breath — *Primary, Stationary Marker, Physical*
Marker Area: A stationary 5x5 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 + 6 damage and **Blinds** all targets.

Tactics
Attack using **Combo**.

Wespe — Champion

Size: Medium (1x1) - Vilekin | Vigilance: 12
Defense: 13 | Magic Defense: 12
Max HP: 48 | Speed: 8 squares (flying)

STR	DEX	VIT	INT	MND
+0	+4	+1	-2	+2

Abilities

Sharp Sting — *Primary, Physical*
Target: Single **Range:** 1 square
Check: **DEX** (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 5 damage and inflicts a **DOT (8)** on the target.
Direct Hit: Deals an additional 2d6 damage.

Final Sting — *Primary, Physical* ☐
Condition: This character's HP is less than or equal to one quarter of their **Max HP**
Target: Single **Range:** 1 square
Check: **DEX** + 2 (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 3d6 + 12 damage to the target. This character takes damage equal to their **Max HP**.
Direct Hit: Deals an additional 3d6 damage.
Limitation: Once per phase

Tactics
Attack using **Sharp Sting**. If this character's HP is less than or equal to one quarter of their **Max HP**, attack using **Final Sting** instead.

Wespe

Sandworm

Preying Mantis — Champion

Size: Large (2x2) - Vilekin | Vigilance: 10
Defense: 15 | Magic Defense: 13
Max HP: 70 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+4	+2	-2	+0

Traits

Survival Instincts
While this character's HP is less than or equal to half of their Max HP, their abilities deal an additional 1d6 damage.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using Standing Chine, then use Kneeling Snath.

Standing Chine — *Primary, Physical*
Target: 2 characters Range: 2 squares
Check: STR (d20 + 6) CR: Target's Defense
Base Effect: Deals 10 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

INVK Kneeling Snath
Primary, Stationary Marker, Physical, Invoked
Marker Area: A stationary 2x6 area extending in a straight line from 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage to all targets.

Tactics
Attack using Combo.

Wamoura — Solo

Size: Large (2x2) - Vilekin | Vigilance: 14
Defense: 15 | Magic Defense: 18
Max HP: 150 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+1	+4	+3	+0	+4

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using Fluttering Gale, then use Poison Dust.

Fluttering Gale — *Primary, Magic*
Target: 2 characters Range: 5 squares
Check: MND (d20 + 4) CR: Target's Magic Defense
Base Effect: Deals 12 damage to all targets.
Direct Hit: Deals an additional 2d6 damage and forces all targets to move up to 3 squares, as determined by the GM.

INVK Poison Dust — *Primary, Stationary Marker, Magic, Invoked*
Marker Area: A stationary 4x4 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and inflicts a **DOT (1S)** on all targets.

Exuviation — *Secondary, Magic*
Target: Single Range: 10 squares
Base Effect: Restores 12 HP and removes a single enfeeblement from the target. Exuviation can only be used once per turn.

Tactics
Attack using Combo. When using Exuviation, target an ally suffering from an enfeeblement. If no allies are suffering from an enfeeblement, target the ally with the lowest HP instead.

Preying Mantis

Wamoura

Wavekin

Pugil — Mob

Size: Medium (1x1) - Wavekin | Vigilance: 10
Defense: 12 | Magic Defense: 12
Max HP: 20 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+4	+2	+2	-1	+0

Abilities

Gnaw — *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 4) CR: Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

INVK Screwdriver
Primary, Stationary Marker, Magic, Water-Aspected, Invoked
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 damage and forces all targets to move up to 2 squares away from this character, as determined by the GM.

Tactics
Attack using Screwdriver. If either one or two Screwdriver markers are already present on the encounter map, attack using Gnaw instead.

Tree Slug — Mob

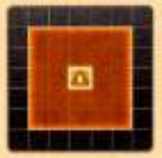
Size: Small (1x1) - Wavekin | Vigilance: 10
Defense: 11 | Magic Defense: 10
Max HP: 30 | Speed: 4 squares

STR	DEX	VIT	INT	MND
+3	+0	+1	-3	+0

Abilities

Slam — *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 3) CR: Target's Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

INVK Aqueous Discharge
Primary, Stationary Marker, Magic, Invoked
Origin: All squares occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 damage, inflicts a **DOT (5)**, and **Slows** all targets.



Tactics
Attack using Aqueous Discharge. If either one or two Aqueous Discharge markers are already present on the encounter map, attack using Slam instead.

Pugil

Tree Slug

Orobon

Mob

Size: Medium (1x1) - Wavekin | Vigilance: 10
Defense: 13 | Magic Defense: 12
Max HP: 30 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+3	+3	+2	-2	+0

Abilities

Gnaw *Primary, Physical*
Target: Single **Range:** 1 square
Check: **STR** (d20 + 3) **CR:** Target's **Defense**
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Seaspray *Primary, Stationary Marker, Magic, Water-Aspected*
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Inflicts **Physical Vulnerability Up (4)** on all targets not already suffering from **Physical Vulnerability Up (4)**.

Physical Vulnerability Up (X)
- A character afflicted with **Physical Vulnerability Up (X)** takes X more damage from *physical* abilities.
- Only the highest **Physical Vulnerability Up (X)** is applied when a character takes damage.

Feeding Frenzy *Secondary* ☐
Target: All allies within range
Range: The entire encounter map
Base Effect: All targets' *physical primary* abilities deal an additional 1 damage until the start of this character's next turn.
Limitation: Once per phase

Tactics

Attack using **Seaspray**. If either one or two **Seaspray** markers are already present on the encounter map, use **Feeding Frenzy**, then attack using **Gnaw** instead.

Aurelia

Mob

Size: Medium (1x1) - Wavekin | Vigilance: 12
Defense: 12 | Magic Defense: 14
Max HP: 10 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+0	+4	+2	-1	+2

Abilities

Irritating Tendrils *Primary, Physical*
Target: Single **Range:** 1 square
Check: **DEX** (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage and inflicts **Paralysis**.

INVK Numbing Tendrils
Primary, Stationary Marker, Physical, Lightning-Aspected, Invoked
Marker Area: A stationary 1x3 area extending in a straight line from 1 square directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage and **Paralyzes** all targets.

Tactics

Attack using **Numbing Tendrils**. If either one or two **Numbing Tendrils** markers are already present on the encounter map, attack using **Irritating Tendrils** instead.

Orobon

Aurelia

Uragnite

Mob

Size: Medium (1x1) - Wavekin | Vigilance: 10
Defense: 15 | Magic Defense: 15
Max HP: 30 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+1	+4	+5	-2	+0

Traits

Moist-Skinned
This character's **Defense** and **Magic Defense** decrease by 2 during encounters in excessively dry locations.

Abilities

Painful Whip *Primary, Physical*
Target: Single **Range:** 2 squares
Check: **DEX** (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Gas Shell *Primary, Physical*
Target: All enemies within range
Range: A 3x3 area adjacent to this character
Base Effect: Inflicts a **DOT (5)** on all targets not already suffering from a **DOT** inflicted by an uragnite.

Tactics

Attack using **Gas Shell**. If **Gas Shell** has already been used either once or twice this round, attack using **Painful Whip** instead.

Poroggo

Menace

Size: Medium (1x1) - Wavekin | Vigilance: 14
Defense: 13 | Magic Defense: 15
Max HP: 40 | Speed: 5 squares

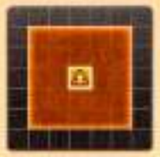
STR	DEX	VIT	INT	MND
+1	+3	+3	+2	+4

Abilities

INVK Water *Primary, Magic, Water-Aspected, Invoked*
Target: Single **Range:** 10 squares
Check: **MND** (d20 + 4) **CR:** Target's **Magic Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

INVK Silence *Primary, Magic, Invoked*
Target: Single **Range:** 10 squares
Check: **MND** (d20 + 4) **CR:** Target's **Magic Defense**
Base Effect: None.
Direct Hit: **Silences** the target.

INVK Frog Legs *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and **Slows** all targets.



Tactics

Attack using **Frog Legs**. If a **Frog Legs** marker is already present on the encounter map, attack using either **Water** or **Silence** instead. When using **Silence**, target an adventurer who uses *invoked* abilities.

Uragnite

Poroggo

Elbst

Menace

Size: Large (2x2) - Wavekin | Vigilance: 14
Defense: 13 | Magic Defense: 13
Max HP: 35 | Speed: 5 squares (aquatic)

STR	DEX	VIT	INT	MND
+4	+2	+3	+0	+4

Traits

Strong Swimmer
This character's standard movement is not affected by water-based special squares, such as deep water.

Abilities

Acid Shower — *Primary, Magic*
Target: All enemies within range
Range: A 3x3 area within 10 squares of this character
Check: MND (d20 + 4) **CR:** Target's **Magic Defense**
Base Effect: Deals 5 damage to all targets.
Direct Hit: Deals an additional 1d6 damage, then inflicts **Water Resistance Down (4)** on all targets not already suffering from **Water Resistance Down (4)**.

Water Resistance Down (X)
- A character afflicted with **Water Resistance Down (X)** takes X more damage from *water-aspected* abilities.
- Only the highest **Water Resistance Down (X)** is applied when a character takes damage.

Flash Flood — *Primary, Stationary Marker, Magic, Water-Aspected, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

Tactics
Attack using **Flash Flood**. If a **Flash Flood** marker is already present on the encounter map, attack using **Acid Shower** instead.

Ninki Nanka

Menace

Size: Medium (1x1) - Wavekin | Vigilance: 10
Defense: 11 | Magic Defense: 12
Max HP: 50 | Speed: 4 squares

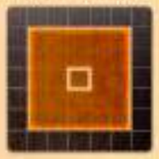
STR	DEX	VIT	INT	MND
+4	+0	+2	-1	+0

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Gnaw**, then use either **Brackish Drop** or **Brackish Rain**.

Gnaw — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Brackish Drop — *Primary, Stationary Marker, Magic, Water-Aspected, Invoked*
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and **Slows** all targets.



Brackish Rain — *Primary, Stationary Marker, Magic, Water-Aspected, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.

Tactics
Attack using **Combo**. Use **Brackish Drop** during odd rounds and **Brackish Rain** during even rounds.

Salamander

Champion

Size: Large (2x2) - Wavekin | Vigilance: 13
Defense: 11 | Magic Defense: 13
Max HP: 70 | Speed: 4 squares

STR	DEX	VIT	INT	MND
+6	+1	+2	-1	+3

Traits

Submerge
At the beginning of the encounter, all enemies must make a **MND** check with a CR of 12. Any character who fails this check is surprised.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Numbing Jolt**, then use **Bog Bomb**.

Numbing Jolt — *Primary, Physical, Lightning-Aspected*
Target: Single **Range:** 1 square
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage. All characters who suffer damage from this effect must make a **VIT** check with a CR of 12. Any character who fails this check is **Stunned** until the end of their next turn.

Bog Bomb — *Primary, Stationary Marker, Magic, Water-Aspected, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 6x6 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.

Tactics
Attack using **Combo**.

Gigantoad

Champion

Size: Large (2x2) - Wavekin | Vigilance: 10
Defense: 14 | Magic Defense: 13
Max HP: 100 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+0	+2	-3	+0

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using either **Sticky Tongue** or **Lap**, then use **Labored Leap**.

Sticky Tongue — *Primary, Physical*
Target: Single **Range:** 5 squares
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 3 damage and forces the target to move to the closest empty square adjacent to this character if one is available.
Direct Hit: Deals an additional 1d6 damage.

Lap — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Labored Leap — *Primary, Stationary Marker, Physical*
Origin: All squares occupied by this character
Marker Area: A stationary 4x4 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage and inflicts a **DOT (7)** on all targets.

Toad Oil — *Instant* ☐
Trigger: Immediately after an ability check for an ability that targets this character
Base Effect: Increases this character's **Defense** and **Magic Defense** by 1d6 for the check that triggered **Toad Oil**.
Limitation: Once per phase

Tactics
Attack using **Combo**. Use **Lap** if an enemy is adjacent to this character and **Sticky Tongue** if no enemies are adjacent to this character.

Elbst

Ninki Nanka

Salamander

Gigantoad

Ymir

Solo

Size: Huge (3x3) - Wavekin | **Vigilance: 13**
Defense: 15 | **Magic Defense: 15**
Max HP: 300 | **Speed: 4 squares**

STR	DEX	VIT	INT	MND
+6	+1	+5	+0	+3

Traits

Elite Foe: Aetheroconductive Shell
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, **Knocked Out**, and **Death**, and cannot be moved by other characters' movement effects. Be sure to inform the players of this before beginning the encounter.

Abilities

Megavolt Combo — *Primary, Unique*
Base Effect: Attack using **Skull Bash**, then use **Excretion**, followed by **Megavolt**. This character cannot use **Megavolt Combo** on their next turn.

Flash Freeze Combo — *Primary, Unique*
Base Effect: Attack using **Skull Bash**, then use **Flash Freeze**, followed by **Iceberg** or **Shardstorm**. This character cannot use **Flash Freeze Combo** on their next turn after using **Shardstorm**.

Skull Bash — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 15 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Excretion — *Primary, Unique*
Base Effect: Creates three 2x2 areas within 5 squares of this character. While inside any of these areas, characters of large size or smaller have their **Speed** reduced to 0 and cannot be affected by movement effects or effects which would add to their **Speed**. These areas are removed at the start of this character's next turn.
Whenever possible, these areas should not overlap or include occupied squares.

Megavolt — *Primary, Mobile Marker, Magic, Lightning-Aspected, Invoked*
Origin: 3 random enemies
Marker Area: Three mobile areas, one centered on each origin and that move with their origins
Target: All origins
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 + 20 damage to all targets. Targets within an area created by **Excretion** take 0 damage instead.

Flash Freeze — *Primary, Magic, Ice-Aspected*
Target: All enemies within range
Range: The entire encounter map
Base Effect: Deals 10 damage to all targets and changes all squares on the encounter map into thin ice until the start of this character's next turn.

Thin Ice: Characters who move into one of these squares via a standard movement action continue moving in a straight line until they enter another type of square or have no squares of standard movement remaining. If a character hits an obstacle or another character, they end their movement in the square before the character or obstacle. Characters cannot perform other actions until they have ended their movement.

Iceberg — *Primary, Mobile Marker, Magic, Ice-Aspected*
Condition: No ice boulders are present on the encounter map
Origin: 3 random enemies
Marker Area: Three mobile 3x3 areas, one centered on each origin and that move with their origins
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage and creates an ice boulder in 1 square occupied by each target.

Shardstorm — *Primary, Stationary Marker, Magic, Ice-Aspected*
Condition: At least one ice boulder is present on the encounter map
Origin: All squares occupied by an ice boulder
Marker Area: One stationary 7x7 area centered on each origin
Target: All enemies within the marker areas
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage to all targets and removes all ice boulders from the encounter map.

Blanket Thunder — *Instant, Magic, Lightning-Aspected* ☐
Trigger: The beginning of the [Adventurer Step] in the first round of each phase
Target: All enemies within range
Range: The entire encounter map
Base Effect: Deals 10 damage to all targets, then randomly links two non-tank targets with a tether that deals 20 damage at the end of each [Adventurer Step]. If a tethered character moves 6 or more squares away from the character they are tethered to, the tether breaks and is removed.
Limitation: Once per phase

Tactics

Attack using **Combo**. Alternate between **Megavolt Combo**, **Flash Freeze Combo** to use **Iceberg**, and **Flash Freeze Combo** to use **Shardstorm**. Use **Blanket Thunder** at the beginning of the [Adventurer Step] during round 1.

Ymir

Kraken (Phase 1 & 2)

Boss

Size: Huge (3x3) - Wavekin | **Vigilance: 13**
Defense: 15 | **Magic Defense: 13**
Max HP: 600 (Phase 1) / 600 (Phase 2)
Speed: Immobile

STR	DEX	VIT	INT	MND
+6	+1	+5	+3	+3

Traits

Elite Foe: Terror of the High Seas
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, **Knocked Out**, and **Death**, and markers they have generated cannot be removed. The same is true for any kraken's arms and tentacles present on the encounter map. This character cannot move or be affected by movement effects. Be sure to inform the players of this before beginning the encounter.

Abilities

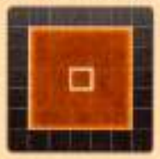
Ink Blot Combo — *Primary, Unique*
Base Effect: Attack using **Water Jet**, then use **Ink Blot** and **Stranger Tides + World's End**.

Ink Jet Combo — *Primary, Unique*
Base Effect: Attack using **Water Jet**, then use **Ink Jet**. During phase 2, remove all kraken's arms and tentacles from the encounter map, then place four kraken's arms and two tentacles on the encounter map as well.

Water Jet — *Primary, Magic, Water-Aspected*
Target: Single **Range:** 10 squares
Check: STR (d20 + 6) **CR:** Target's **Magic Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Ink Jet — *Primary, Stationary Marker, Magic, Water-Aspected*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending to the edge of the encounter map from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage and **Blinds** all targets.

Ink Blot — *Primary, Stationary Marker, Magic, Water-Aspected*
Origin: 1 square occupied by 1 random enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage and **Blinds** all targets.



Stranger Tides + World's End — *Primary, Stationary Marker, Physical*
Marker Area: The entire encounter map
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Base Effect: Deals 20 damage to all targets for each kraken's arm on the encounter map.

Tentacular Fury — *Instant* ☐
Trigger: The beginning of the [Adventurer Step] in the first round of each phase
Base Effect: Place four kraken's arms and two tentacles on the encounter map, then immediately use **Ink Jet**.
Limitation: Once per phase

Information for kraken's arms and tentacles can be found on the following page.

Tactics

Attack using **Ink Blot Combo** (odd rounds only) or **Ink Jet Combo** (even rounds only). Use **Tentacular Fury** at the beginning of the [Adventurer Step] during round 1.

Enemy Turn Order: 1. Kraken's Arm 2. Tentacle 3. Kraken

Phase Transitions

Any encounters that include this enemy transition to a second phase once the kraken has been reduced to 0 HP. This occurs either at the end of the [Adventurer Step] or the [Enemy Step], whichever comes first.

Kraken

Kraken's Arm

Size: Large (2x2) - Wavekin | Vigilance: 10
Defense: 14 | Magic Defense: 12
Max HP: 40 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+3	+2	+0	+0

Traits

Writhing Limbs
Whenever this character takes damage, the kraken takes an equal amount of damage. If this character takes damage that exceeds their remaining HP, any extra damage is ignored. When this character is reduced to 0 HP, remove them from the encounter map.

Abilities

Wallop *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Tactics

Attack using **Wallop**.

Tentacle

Size: Large (2x2) - Wavekin | Vigilance: 10
Defense: 14 | Magic Defense: 12
Max HP: 50 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+3	+3	+0	+0

Traits

Writhing Limbs
Whenever this character takes damage, the kraken takes an equal amount of damage. If this character takes damage that exceeds their remaining HP, any extra damage is ignored. When this character is reduced to 0 HP, remove them from the encounter map.

Abilities

Water Cannon *Primary, Magic, Water-Aspected*
Target: Single **Range:** 5 squares
Check: STR (d20 + 5) **CR:** Target's **Magic Defense**
Base Effect: Deals 10 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Tentacle Toss *Primary, Physical*
Target: Single **Range:** 5 squares
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 10 damage to the target. If the target is within 2 squares of this character, **Stuns** the target until the end of this turn and forces them to move up to 5 squares, as determined by the GM.
Direct Hit: Deals an additional 2d6 damage.
Limitation: Phase 2 only

Tactics

Attack using **Water Cannon** or **Tentacle Toss** (phase 2 only). When using **Tentacle Toss**, target the nearest adventurer, regardless of whether a tank has **Enmity** on this character. Use the movement effect to move the target into a marker created by the kraken.

Kraken's Arm

Tentacle

Cloudkin

Colibri — Mob

Size: Small (1x1) - Cloudkin | Vigilance: 10
Defense: 13 | Magic Defense: 11
Max HP: 30 | Speed: 8 squares (flying)

STR	DEX	VIT	INT	MND
+0	+3	+1	+0	+0

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **Loop**, then use **Slowcall**.

Loop *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 3) **CR:** Target's **Defense**
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Slowcall *Primary, Stationary Marker, Magic, Invoked*
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5 damage and **Slows** all targets until the end of their next turns.

Danger Sense *Instant*
Trigger: Immediately before the [Adventurer Step] in the first round of phase 2
Base Effect: Immediately resolve any **Slowcall** markers this character has generated.
Limitation: Phase 2 only

Tactics

Attack using **Combo**.

Apkallu — Mob

Size: Medium (1x1) - Cloudkin | Vigilance: 10
Defense: 10 | Magic Defense: 12
Max HP: 20 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+0	+3	+0	-2	+0

Abilities

Flying Sardine *Primary, Physical*
Target: Single **Range:** 5 squares
Check: DEX (d20 + 3) **CR:** Target's **Defense**
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Tactics

Attack using **Flying Sardine**.

Bat — Mob

Size: Small (1x1) - Cloudkin | Vigilance: 10
Defense: 11 | Magic Defense: 11
Max HP: 25 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+0	+3	+0	-2	+0

Traits

Echolocation
This character cannot be **Blinded**.

Abilities

Blood Drain *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 3) **CR:** Target's **Defense**
Base Effect: Deals 3 damage to the target. Restores HP equaling the amount of HP the target lost from this ability.
Direct Hit: Deals an additional 1d6 damage.

Tactics

Attack using **Blood Drain**.

Colibri

Apkallu

Bat

Dodo

Mob

Size: Medium (1x1) - Cloudkin | Vigilance: 10
Defense: 13 | Magic Defense: 11
Max HP: 40 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+3	+1	+2	-3	+0

Abilities

Peck — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 3) **CR:** Target's Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Combo — *Primary, Unique*
Base Effect: Attack using Fowl Stench, then use Rancid Belch.

Fowl Stench — *Primary, Magic, Invoked*
Target: All enemies within range
Range: A 3x3 area adjacent to this character
Base Effect: All targets incur a -3 penalty on their next ability check.

Rancid Belch — *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square occupied by this character
Marker Area: A stationary 3x3 area that includes the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage and **Slows** all targets.

Tactics

Attack using Combo. If Combo has already been used either once or twice this round, attack using Peck instead.

Vulture

Menace

Size: Medium (1x1) - Cloudkin | Vigilance: 11
Defense: 14 | Magic Defense: 11
Max HP: 35 | Speed: 8 squares (flying)

STR	DEX	VIT	INT	MND
+3	+5	+0	-2	+1

Traits

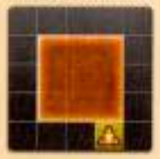
Carrion Seeker
This character receives one advantage die on ability checks targeting enemies whose HP is less than or equal to half of their Max HP.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using Peck, then use Wing Cutter.

Peck — *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Wing Cutter
Primary, Stationary Marker, Magic, Wind-Aspected, Invoked
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage and inflicts a **DOT (5)** on all targets.



Tactics

Attack the adventurer with the lowest HP using Combo.

Dodo

Vulture

Deathgaze

Menace

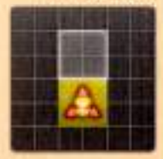
Size: Large (2x2) - Cloudkin | Vigilance: 12
Defense: 13 | Magic Defense: 10
Max HP: 55 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+5	+2	+3	-3	+2

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using Wing Blast, then use either Bombination or Whipcrack.

Wing Blast — *Primary, Physical*
Target: All enemies within range
Range: A 2x2 area directly adjacent to this character
Check: STR (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 5 damage to all targets.
Direct Hit: Deals an additional 1d6 damage.
All targets must make a DEX or VIT check with a CR of 14. Any character who fails this check is knocked **Prone**.



Bombination — *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 6x6 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and **Slows** all targets.

Whipcrack — *Primary, Stationary Marker, Magic, Invoked*
Marker Area: A stationary 4x4 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and reduces all targets' MP to 0.

Tactics

Attack using Combo. Use Bombination during odd rounds and Whipcrack during even rounds.

Griffin

Champion

Size: Large (2x2) - Cloudkin | Vigilance: 12
Defense: 15 | Magic Defense: 13
Max HP: 70 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+4	+4	+3	-1	+2

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using Peck and Rend, or use Golden Talons followed by Alpine Draft.

Peck and Rend — *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Golden Talons — *Primary, Physical* ☐
Target: Single **Range:** 2 squares
Check: DEX (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 12 damage to the target.
Direct Hit: Deals an additional 2d6 damage.
Limitation: Once per phase

Alpine Draft
Primary, Stationary Marker, Magic, Wind-Aspected, Invoked
Marker Area: A stationary 2x6 area extending in a straight line from 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage and forces all targets to move up to 2 squares away from this character, as determined by the GM.

Eagle Eyes — *Secondary* ☐
Base Effect: Grants this character one advantage die on the next ability check they make this turn.
Limitation: Once per phase

Tactics

Attack using Combo. Use Golden Talons and Alpine Draft during round 1, then use Peck and Rend during all following rounds.

Griffin

Anzu

Solo

Size: Huge (3x3) - Cloudkin | Vigilance: 11
Defense: 15 | Magic Defense: 15
Max HP: 140 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+6	+4	+4	-2	+1

Abilities

Combo *Primary, Unique*
Base Effect: Attack using either **Sonic Boom** or **Breath Wing**, then use either **Transonic Blast** or **Sonic Storm**.

Sonic Boom *Primary, Magic, Wind-Aspected*
Target: Single **Range:** 5 squares
Check: DEX (d20 + 4) **CR:** Target's **Magic Defense**
Base Effect: Deals 2d6 + 16 damage to the target.
Direct Hit: Deals an additional 2d6 damage.
Limitation: Once per phase

Breath Wing *Primary, Magic, Wind-Aspected, Invoked*
Target: All enemies within range
Range: A 3x3 area directly adjacent to this character
Check: STR (d20 + 6)
CR: Target's **Magic Defense**
Base Effect: Deals 12 damage to all targets. All targets must make a **DEX** or **VIT** check with a CR of 15. Any character who fails this check is knocked **Prone**.
Direct Hit: Deals an additional 3d6 damage.

Transonic Blast
Primary, Stationary Marker, Physical, Invoked
Marker Area: A stationary 5x5 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage and forces all targets to move up to 5 squares away from this character, as determined by the GM.

Sonic Storm
Primary, Stationary Marker, Magic, Wind-Aspected, Invoked
Marker Area: A stationary 7x7 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage and inflicts a **DOT (12)** on all targets.

Tactics

Attack using **Combo**. Use **Sonic Boom** on round 1, then use **Breath Wing** during all subsequent rounds. Use **Transonic Blast** during odd rounds and **Sonic Storm** during even rounds.

Anzu

Scalekin

Puk

Mob

Size: Small (1x1) - Scalekin | Vigilance: 10
Defense: 10 | Magic Defense: 12
Max HP: 25 | Speed: 4 squares (flying)

STR	DEX	VIT	INT	MND
+0	+3	+0	-2	+0

Abilities

Backflip *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 3) **CR:** Target's **Defense**
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Fireball *Primary, Magic, Fire-Aspected, Invoked*
Target: All enemies within range
Range: A 3x3 area within 10 squares of this character
Check: DEX (d20 + 3) **CR:** Target's **Magic Defense**
Base Effect: Deals 3 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.
Limitation: Once per phase

Tail Chase *Primary, Stationary Marker, Physical, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 3x3 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage to all targets.

Tactics

Attack using **Fireball**. If **Fireball** has already been used this round, attack using **Tail Chase** instead. If a **Tail Chase** marker is already present on the encounter map, attack using **Backflip** instead.

Raptor

Mob

Size: Medium (1x1) - Scalekin | Vigilance: 12
Defense: 12 | Magic Defense: 12
Max HP: 20 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+1	+4	+1	-2	+2

Traits

Hunting Pack
This character receives one advantage die on ability checks targeting an enemy adjacent to another ally.

Abilities

Razor Maw *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Foul Breath
Primary, Stationary Marker, Magic, Fire-Aspected, Invoked
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage to all targets.

Tactics

Attack using **Foul Breath**. If either one or two **Foul Breath** markers are already present on the encounter map, attack using **Razor Maw** instead.

Puk

Raptor

Cobra

Menace

Size: Large (2x2) - Scalekin | Vigilance: 13
Defense: 13 | Magic Defense: 13
Max HP: 40 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+3	+4	+1	-1	+3

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Wild Rattle**, then use either **Stone Gaze** or **Hood Swing**.

Wild Rattle — *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

LIMITED Stone Gaze — *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: **Petrifies** all targets.
Limitation: Once per phase

Hood Swing — *Primary, Stationary Marker, Physical*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage to all targets.

Dripping Fang — *Secondary, Physical*
Target: Single **Range:** 1 square
Base Effect: Inflicts a **DOT (7)** on the target.

Tactics

Attack using **Combo**. Use **Stone Gaze** during round 1, then use **Hood Swing** during all following rounds. When using **Dripping Fang**, target an adventurer not already suffering from a **DOT**.

Cobra

Dragonfly

Menace

Size: Medium (1x1) - Scalekin | Vigilance: 12
Defense: 12 | Magic Defense: 12
Max HP: 45 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+0	+5	+2	+0	+2

Abilities

Foreburst — *Primary, Magic*
Target: Single **Range:** 10 squares
Check: DEX (d20 + 5) **CR:** Target's **Magic Defense**
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Swift Escape — *Instant*
Trigger: Immediately after this character takes damage
Base Effect: Move up to 3 squares.

Tactics

Move as far from the adventurers as possible while keeping them within range, then attack using **Foreburst**. Use **Swift Escape** to move away from an adventurer that damages this character.

Dragonfly

Sanuwa

Menace

Size: Large (2x2) - Scalekin | Vigilance: 11
Defense: 13 | Magic Defense: 12
Max HP: 50 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+4	+3	+2	+0	+1

Traits

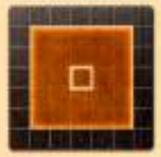
Battle-Trained
While this character is within 5 squares of a Vanu Vanu ally, they receive one advantage die on ability checks targeting an enemy.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Maul**, then use either **Spite of the Sky Elders** or **Scorn of the Sky Elders**.

Maul — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

LIMITED Spite of the Sky Elders — *Primary, Stationary Marker, Magic, Wind-Aspected, Invoked*
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.



LIMITED Scorn of the Sky Elders — *Primary, Stationary Marker, Magic, Wind-Aspected, Invoked*
Origin: 1 square occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and inflicts a **DOT (10)** on all targets.

Tactics

Attack using **Combo**. Use **Spite of the Sky Elders** during odd rounds and **Scorn of the Sky Elders** during even rounds.

Sanuwa

Ziz

Champion

Size: Large (2x2) - Scalekin | Vigilance: 12
Defense: 14 | Magic Defense: 12
Max HP: 66 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+2	+2	+0	+2

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Hammer Beak**, then use either **Numbing Breath**, **Petribreath**, or **Poison Breath**.

Hammer Beak — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

LIMITED Numbing Breath — *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: **Paralyzes** all targets.

LIMITED Petribreath — *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: **Petrifies** all targets.

LIMITED Poison Breath — *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 4 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and inflicts a **DOT (10)** on all targets.

Tactics

Attack using **Combo**.

Ziz

Endymion — Champion

Size: Large (2x2) - Scalekin | Vigilance: 10
Defense: 16 | Magic Defense: 14
Max HP: 60 | Speed: 7 squares (flying)

STR	DEX	VIT	INT	MND
+6	+5	+5	-1	+0

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Ram**, then use either **Bombination** or **Flamespitter**.

Ram — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

INVK Bombination — *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 8x8 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage and **Slows** all targets.

Flamespitter — *Primary, Stationary Marker, Magic, Fire-Aspected*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 4 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage to all targets.

Tactics

Attack using **Combo**. Use **Bombination** during odd rounds and **Flamespitter** during even rounds.

Basilisk — Champion

Size: Large (2x2) - Scalekin | Vigilance: 11
Defense: 13 | Magic Defense: 11
Max HP: 60 | Speed: 8 squares

STR	DEX	VIT	INT	MND
+6	+2	+2	-2	+1

Traits

Eyes of the Basilisk
This character cannot be **Blinded**.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Gnaw**, then use either **Body Slam** or **Stone Gaze**.

Gnaw — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR - 1 (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Body Slam — *Primary, Stationary Marker, Physical*
Origin: 1 square occupied by this character
Marker Area: A stationary 3x3 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.

INVK Stone Gaze — *Primary, Stationary Marker, Magic, Invoked*
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: All targets must make a **DEX** check with a CR of 16. Any character who fails this check is **Petrified**.

Tactics

Attack using **Combo**. Use **Body Slam** during odd rounds and **Stone Gaze** during even rounds.

Endymion

Basilisk

Drake — Champion

Size: Large (2x2) - Scalekin | Vigilance: 13
Defense: 14 | Magic Defense: 13
Max HP: 70 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+2	+2	+0	+3

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Bite**, then use **Burning Cyclone**.

Bite — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

INVK Burning Cyclone — *Primary, Stationary Marker, Magic, Fire-Aspected, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

Tactics

Attack using **Combo**.

Adamantoise — Champion

Size: Large (2x2) - Scalekin | Vigilance: 10
Defense: 16 | Magic Defense: 11
Max HP: 120 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+4	-2	+6	-1	+0

Traits

Adamantine Shell
This character takes 0 damage from effects that deal less than 4 damage.

Abilities

Tortoise Stomp — *Primary, Physical*
Target: All enemies within range
Range: A 6x6 area centered on this character
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Tactics

Attack using **Tortoise Stomp**.

Adamantoise

Drake

Archaeornis — Solo

Size: Large (2x2) · Scalekin — Vigilance: 11
Defense: 15 — Magic Defense: 12
Max HP: 160 — Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+6	+2	+5	-2	+1

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Underbite**, then use **Primordial Bark**.

Underbite — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 12 damage to the target.
Direct Hit: Deals an additional 3d6 damage. The target must make a VIT check with a CR of 15. Any character who fails this check is knocked **Prone**.

Primordial Bark
Primary, Stationary Marker, Physical, Invoked
Origin: All squares occupied by this character **Marker Area:** A stationary 8x8 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Inflicts **Damage Down (5)** on all targets not already suffering from **Damage Down (5)**.

Damage Down (X)
- A character afflicted with **Damage Down (X)** deals X less damage when using primary abilities.
- Only the highest **Damage Down (X)** is applied when using primary abilities.

Tactics
Attack using **Combo**.

Tyrannosaur — Solo

Size: Huge (3x3) · Scalekin — Vigilance: 10
Defense: 16 — Magic Defense: 13
Max HP: 200 — Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+4	+4	-2	+0

Traits

Enrage
While this character's HP is less than or equal to half of their **Max HP**, their abilities deal an additional 1d6 damage.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Underbite**, then use **Third Leg Forward**.

Underbite — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 12 damage to the target.
Direct Hit: Deals an additional 3d6 damage. The target must make a VIT check with a CR of 15. Any character who fails this check is knocked **Prone**.

Third Leg Forward
Primary, Stationary Marker, Physical, Invoked
Origin: 3 squares adjacent to this character
Marker Area: A stationary cone extending up to 4 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage to all targets.

Tactics
Attack using **Combo**.

Tyrannosaur

Archaeornis

Forgekin

Clockwork Bit — Mob

Size: Small (1x1) · Forgekin — Vigilance: 13
Defense: 12 — Magic Defense: 13
Max HP: 35 — Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+0	+3	+2	+0	+3

Traits

Clockwork Readiness
This character deals an additional 3 damage to surprised enemies during the first round of an encounter.

Abilities

Cover Fire — *Primary, Physical*
Target: Single **Range:** 10 squares
Check: DEX + 2 (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Shortwave Maser
Primary, Stationary Marker, Magic, Invoked
Marker Area: A stationary 1x12 area extending in a straight line from 1 square directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

Tactics
Move as far from the adventurers as possible while keeping them within range, then attack using **Shortwave Maser**. If either one or two **Shortwave Maser** markers are already present on the encounter map, attack using **Cover Fire** instead.

Magitek Vanguard — Champion

Size: Large (2x2) · Forgekin — Vigilance: 12
Defense: 14 — Magic Defense: 12
Max HP: 75 — Speed: 6 squares

STR	DEX	VIT	INT	MND
+7	+3	+4	+0	+2

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Drill Arm**, then use **Cermet Drill**.

Drill Arm — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 7) **CR:** Target's **Defense**
Base Effect: Deals 7 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Cermet Drill *Primary, Stationary Marker, Physical, Invoked*
Marker Area: A stationary 2x6 area extending in a straight line from 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.

Tactics
Attack using **Combo**.

Clockwork Bit

Magitek Vanguard

Magitek Reaper — Champion

Size: Large (2x2) - Forgekin | **Vigilance:** 14
Defense: 13 | **Magic Defense:** 13
Max HP: 70 | **Speed:** 7 squares

STR	DEX	VIT	INT	MND
+6	+6	+3	+0	+4

Traits

Unrelenting Salvo
At the beginning of this character's turn, they may choose to forgo all movement until the end of their turn. If they do, damage dealt by this character cannot be reduced by effects other than limit breaks.

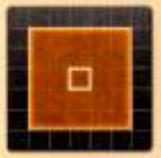
Abilities

Combo — *Primary, Unique*
Base Effect: Attack using either **Photon Stream** or **Guided Missile**, then use **Magitek Cannon**.

Photon Stream — *Primary, Physical*
Target: All enemies within range
Range: A 2x4 area extending in a straight line from 2 squares directly adjacent to this character
Check: DEX (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 2d6 damage to all targets, then deals another 2d6 damage to all targets.
Direct Hit: Deals an additional 6 damage each time this ability's base effect deals damage.

Guided Missile — *Primary, Magic, Fire-Aspected*
Target: 1 enemy tethered to a magitek sky armor
Range: 10 squares
Check: DEX (d20 + 6)* **CR:** Target's **Magic Defense**
*Receive one advantage die on this ability check.
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

INVK Magitek Cannon — *Primary, Stationary Marker, Magic, Fire-Aspected, Invoked*
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.



Tactics

Attack using **Combo**, moving as little as possible to benefit from **Unrelenting Salvo**. Use **Guided Missile** if an enemy is tethered to a magitek sky armor; otherwise, use **Photon Stream**.

Magitek Reaper

Magitek Sky Armor — Champion

Size: Large (2x2) - Forgekin | **Vigilance:** 13
Defense: 13 | **Magic Defense:** 13
Max HP: 66 | **Speed:** 6 squares (flying)

STR	DEX	VIT	INT	MND
+7	+3	+3	+0	+3

Traits

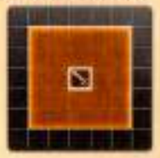
Target Lock
At the beginning of the phase during which this character is placed on the encounter map, a tether forms between this character and a random DPS. This character does not incur a penalty for **Enmity** when targeting the tethered enemy.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Magitek Hook**, then use **Carpet Bomb**.

Magitek Hook — *Primary, Magic*
Target: 1 DPS tethered to this character
Range: 10 squares
Check: STR (d20 + 7) **CR:** Target's **Magic Defense**
Base Effect: Deals 7 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

INVK Carpet Bomb — *Primary, Stationary Marker, Magic, Fire-Aspected, Invoked*
Origin: 1 square occupied by 1 DPS tethered to this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage to all targets.



Tactics

Attack the adventurer tethered to this character using **Combo**.

Magitek Sky Armor

Magitek Death Claw — Solo

Size: Large (2x2) - Forgekin | **Vigilance:** 11
Defense: 13 | **Magic Defense:** 15
Max HP: 1,10 | **Speed:** 5 squares (flying)

STR	DEX	VIT	INT	MND
+7	+3	+6	+3	+1

Traits

Fatal Grasp
When this character deals damage to an adventurer that would reduce them to less than 10 HP, they are instead reduced to 0 HP and **Knocked Out**.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Shred**, then use either **Smash** or **The Hand**.

Shred — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 7) **CR:** Target's **Defense**
Base Effect: Deals 7 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Smash — *Primary, Mobile Marker, Physical*
Origin: 1 tank
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage divided evenly (rounded up) amongst all targets.

INVK The Hand — *Primary, Stationary Marker, Physical, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage, forces all targets to move up to 3 squares away from this character, as determined by the GM, and knocks them **Prone**.

Counter Maneuvers — *Instant, Physical* ☐☐
Trigger: Immediately after this character takes damage from an ability used by an adjacent enemy
Base Effect: Deals 3d6 damage to the enemy that triggered **Counter Maneuvers**.
Limitation: Twice per phase

Tactics

Attack using **Combo**. Use **Smash** during odd rounds and **The Hand** during even rounds.

Magitek Death Claw

Magitek Colossus — Solo

Size: Huge (3x3) - Forgekin | **Vigilance:** 13
Defense: 16 | **Magic Defense:** 14
Max HP: 150 | **Speed:** 4 squares

STR	DEX	VIT	INT	MND
+7	+1	+5	+0	+3

Traits

Armor-Plated
This character takes 0 damage from effects that deal less than 6 damage.

Abilities

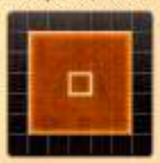
Combo — *Primary, Unique*
Base Effect: Attack using either **Magitek Blade** or **Exhaust**, then use either **Grand Sword** or **Magitek Ray**.

Magitek Blade — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR - 3 (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

Exhaust — *Primary, Magic, Wind-Aspected*
Target: All enemies within range
Range: A 3x3 area adjacent to this character
Check: MND (d20 + 3)
CR: Target's **Magic Defense**
Base Effect: Deals 3 damage and forces all targets to move up to 5 squares away from this character, as determined by the GM.
Direct Hit: Deals an additional 3d6 damage.

INVK Grand Sword — *Primary, Stationary Marker, Physical, Invoked*
Origin: 3 squares adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

INVK Magitek Ray — *Primary, Stationary Marker, Magic, Fire-Aspected, Invoked*
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage, inflicts a **DOT (7)**, and **Blinds** all targets.



Tactics

Attack using **Combo**.

Magitek Colossus

Sphinx — Solo

Size: Large (2x2) - Forgekin | Vigilance: 15
Defense: 15 | Magic Defense: 15
Max HP: 99 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+7	+2	+2	+0	+6

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Metal Maw**, then use either **Plasma Vents** or **Naked Soul**.

Metal Maw — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 7) **CR:** Target's Defense
Base Effect: Deals 7 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

INVK Plasma Vents
Primary, Mobile Marker, Magic, Fire-Aspected, Invoked
Origin: 1 enemy
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 12d6 damage divided evenly (rounded up) amongst all targets.

INVK Naked Soul — *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 4 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: All targets must make a MND check with a CR of 17. Any character who fails this check is **Paralyzed**.

Aetherochemical Shielding — *Instant*
Trigger: Immediately before this character takes damage
Base Effect: Reduces the damage this character takes from the effect that triggered **Aetherochemical Shielding** by 5.
Limitation: Once per round

Tactics

Attack using **Combo**. Use **Plasma Vents** during odd rounds and **Naked Soul** during even rounds.

Clockwork Dreadnaught — Boss

Size: Large (2x2) - Forgekin | Vigilance: 12
Defense: 15 | Magic Defense: 15
Max HP: 330 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+2	+5	+0	+2

Traits

Elite Foe: Allagan War Machine
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, **Knocked Out**, and **Death**. Certain effects grant this character **Charges**. They can have up to 5 **Charges** at any given time. While this character has 2 or more **Charges**, they receive one advantage die on all ability checks. While this character has 5 **Charges**, they receive two advantage dice on all ability checks instead. Be sure to inform the players of this before beginning the encounter.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Crush**, then use **Distress Signal**.

Crush — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 8) **CR:** Target's Defense
Base Effect: Deals 10 damage to the target, and an additional 1d6 damage for each **Charge** this character has.
Direct Hit: Deals an additional 2d6 damage.

Distress Signal — *Primary, Unique*
Base Effect: Roll a d6, then place enemies on the encounter map as determined by the result.
1 - 2: Clockwork Knight x1, Clockwork Bug x2
3 - 4: Clockwork Soldier x1, Clockwork Bug x2
5 - 6: Spinner-Rook x1, Clockwork Bug x2
Limitation: Can only be used in Allagan ruins

Hotfix — *Secondary*
Target: 1 clockwork bug **Range:** 1 square
Base Effect: Removes the target from the encounter map and grants 1 **Charge**.

Tactics

Use **Hotfix**, then attack using **Combo**.

Clockwork Dreadnaught

Sphinx

Clockwork Soldier / Clockwork Knight — Menace

Size: Medium (1x1) - Forgekin | Vigilance: 10
Defense: 14 | Magic Defense: 13 (Clockwork Soldier) 18 (Clockwork Knight)
Max HP: 80 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+1	+3	+0	+0

Abilities

Cogwallop — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Tactics

Attack using **Cogwallop**.

Clockwork Soldier / Clockwork Knight

Clockwork Bug — Mob

Size: Medium (1x1) - Forgekin | Vigilance: 10
Defense: 11 | Magic Defense: 12
Max HP: 25 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+3	+1	+2	+0	+0

Abilities

Offensive Routine — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 3) **CR:** Target's Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Retaliatory Routine — *Primary, Physical*
Base Effect: Whenever this character takes damage from an ability, the character that used the ability takes 3 damage. This effect is removed at the start of this character's next turn.

Tactics

Attack the healer using **Offensive Routine**. If a clockwork dreadnaught is present on the encounter map, use **Retaliatory Routine** and move as close to the clockwork dreadnaught as possible instead.

Spinner-Rook — Menace

Size: Medium (1x1) - Forgekin | Vigilance: 10
Defense: 13 | Magic Defense: 13
Max HP: 45 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+3	+2	+2	+0	+0

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Offensive Routine**, then use **Pox**.

Offensive Routine — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 3) **CR:** Target's Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

INVK Pox — *Primary, Mobile Marker, Unique, Invoked*
Origin: 1 enemy
Marker Area: A mobile area centered on the origin that moves with the origin
Target: The origin
Marker Trigger: The beginning of this character's next turn
Marker Effect: Reduces the target's **Max HP** by 10 until the end of the encounter. If the target's HP exceeds their new **Max HP**, their HP is reduced to equal their new **Max HP**.

Tactics

Attack using **Combo**.

Spinner-Rook

Clockwork Bug

Ashkin

Skeleton — Mob

Size: Medium (1x1) - Ashkin | Vigilance: 10
Defense: 14 | Magic Defense: 10
Max HP: 25 | Speed: 6 squares

STR	DEX	VIT	INT	MND
+4	+3	+1	-3	+0

Traits

Defiled Essence
Abilities that target this character cannot restore HP.

Terminal Loathing
This character receives one advantage die on ability checks targeting enemies whose HP is less than or equal to half of their Max HP.

Abilities

Hell Slash — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Soul Drain — *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 3x3 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 damage to all targets. Restores HP equaling the amount of HP all targets lost from this ability.

Tactics
Attack using **Hell Slash**, or, if this character's HP is less than their **Max HP**, **Soul Drain**.

Will-o'-the-Wisp — Mob

Size: Small (1x1) - Ashkin | Vigilance: 13
Defense: 10 | Magic Defense: 13
Max HP: 15 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+0	+0	+0	-3	+3

Traits

Fading Spirit
This character can move through and end their movement in occupied squares. Other characters may also move through or end their movement in the same square as this character.

Beguiling Light
This character deals an additional 3 damage to surprised enemies during the first round of an encounter.

Abilities

Fire — *Primary, Magic, Fire-Aspected, Invoked*
Target: Single **Range:** 10 squares
Check: MND (d20 + 3)
CR: Target's Magic Defense
Base Effect: Deals 2 damage to the target and an additional 2 damage to all enemies that share a square with this character.
Direct Hit: Deals an additional 1d6 damage.

Tactics
Move to a square occupied by an adventurer, then attack using **Fire**.

Skeleton

Will-o'-the-Wisp

Zombie — Mob

Size: Medium (1x1) - Ashkin | Vigilance: 10
Defense: 12 | Magic Defense: 12
Max HP: 36 | Speed: 4 squares

STR	DEX	VIT	INT	MND
+4	+1	+2	-3	+0

Traits

Defiled Essence
Abilities that target this character cannot restore HP.

Unfeeling Flesh
While this character has more than 1 HP, any damage that would reduce them to 0 HP instead reduces them to 1 HP.

Abilities

Wallop — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Death Throes — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: None.
Direct Hit: **Binds** the target until this character is **Stunned**, **Knocked Out**, or **Dead**.
Limitation: Once per phase

Tactics
Attack using **Death Throes** during round 1, then use **Wallop** during all following rounds.

Revenant — Mob

Size: Medium (1x1) - Ashkin | Vigilance: 14
Defense: 10 | Magic Defense: 14
Max HP: 25 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+0	+2	+0	+0	+4

Traits

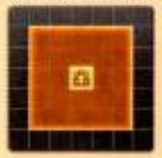
Ethereal
This character may move up to their Speed via a movement effect instead of performing a standard movement action.

Defiled Essence
Abilities that target this character cannot restore HP.

Abilities

Possess — *Primary, Magic*
Target: Single **Range:** 1 square
Check: MND (d20 + 4) **CR:** Target's Magic Defense
Base Effect: None.
Direct Hit: **Paralyzes** the target.

Malice — *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 1d6 damage and **Silences** all targets.



Tactics
Attack using **Malice**. If either one or two **Malice** markers are already present on the encounter map, attack using **Possess** instead.

Zombie

Revenant

Slime

Menace

Size: Large (2x2) - Ashkin | Vigilance: 10

Defense: 9 | Magic Defense: 10
Max HP: 60 | Speed: 4 squares

STR	DEX	VIT	INT	MND
+0	+0	+0	+0	+0

Traits

Amorphous
This character can move through and end their movement in occupied squares. Other characters may also move through or end their movement in the same square as this character. Moving out of a square this character occupies via a standard movement action requires 1 additional square of movement.

Abilities

Fluid Spread *Primary, Magic*
Target: All enemies within range
Range: All squares occupied by this character
Check: MND (d20 + 0) **CR:** Target's Magic Defense
Base Effect: Deals 6 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Digest *Primary, Physical*
Target: All enemies within range
Range: All squares occupied by this character
Check: MND (d20 + 0) **CR:** Target's Defense
Base Effect: Deals 3 damage to all targets. Restores HP equaling the amount of HP all targets lost from this ability.
Direct Hit: Deals an additional 2d6 damage.

Tactics

Attack a non-tank adventurer using **Digest**. If a tank has **Enmity** on this character, attack using **Fluid Spread**, attempting to hit the tank and as many other adventurers as possible.

Bhoot

Menace

Size: Large (2x2) - Ashkin | Vigilance: 10

Defense: 12 | Magic Defense: 15
Max HP: 40 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+0	+2	+0	+0	+5

Traits

Ethereal
This character may move up to their **Speed** via a movement effect instead of performing a standard movement action.

Defiled Essence
Abilities that target this character cannot restore HP.

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **Terror Touch**, then use **Paralyze III**.

Terror Touch *Primary, Magic*
Target: Single **Range:** 1 square
Check: MND (d20 + 5) **CR:** Target's Magic Defense
Base Effect: Deals 7 damage to the target.
Direct Hit: Deals an additional 2d6 damage and **Slows** the target, then inflicts **HP Recovery Down** if the target is not already suffering from **HP Recovery Down**.

HP Recovery Down
- A character afflicted with **HP Recovery Down** recovers half as much HP (rounded up) from healing effects.

Paralyze III *Primary, Magic, Invoked*
Target: All enemies within range
Range: A 5x5 area centered on 1 enemy within 10 squares of this character
Base Effect: All targets must make a VIT check with a CR of 12. Any character who fails this check is **Paralyzed**.

Tactics

Attack using **Combo**.

Slime

Bhoot

Belah'dian Knight

Champion

Size: Medium (1x1) - Ashkin | Vigilance: 10

Defense: 16 | Magic Defense: 14
Max HP: 120 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+1	+5	+2	+0

Traits

Defiled Essence
Abilities that target this character cannot restore HP.

Terminal Loathing
This character receives one advantage die on ability checks targeting enemies whose HP is less than or equal to half of their Max HP.

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **Skullsplinter** or **Tumulus** a total of two times in any combination.

Skullsplinter *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 8 damage to the target.
Direct Hit: Deals an additional 2d6 damage and grants this character one advantage die on the next ability check they make against the target.

Tumulus *Primary, Physical*
Target: All enemies within range
Range: A 5x5 area centered on this character
Check: STR (d20 + 5) **CR:** Target's Defense
Base Effect: Deals 8 damage to all targets.
Direct Hit: Deals an additional 1d6 damage and inflicts a **DOT (S)**.

Ossify *Secondary*
Base Effect: This character's abilities deal an additional 3 damage until the end of this turn.
Limitation: Twice per phase

Parry *Instant*
Trigger: Immediately after an ability check for an ability that targets this character
Base Effect: Increases this character's **Defense** by 2 for the check that triggered **Parry**.
Limitation: Once per round

Tactics

Use **Ossify**, then attack using **Combo**.

Belah'dian Knight

Zombie Dragon — Boss

Size: Huge (3x3) - Ashkin | Vigilance: 16
Defense: 12 | Magic Defense: 15
Max HP: 250 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+2	+6	+2	+6

Traits

Elite Foe: Nehsk Dran
This character is immune to all enfeeblements other than **Enmity**, **DOTs**, **Knocked Out**, and **Death**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

Terminal Loathing
This character receives one advantage die on ability checks targeting enemies whose HP is less than or equal to half of their Max HP.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using either Dark Wave or Miasma Breath, then use Granite Rain.

Dark Wave — *Primary, Magic*
Target: All enemies within range
Range: A 7x7 area centered on this character
Check: MND (d20 + 6)
CR: Target's Magic Defense
Base Effect: Deals 12 damage to all targets. If a target's HP is less than or equal to half of their Max HP, deals 18 damage to that target instead.
Direct Hit: Deals an additional 3d6 damage and inflicts a **DOT (10)**.

AOE Miasma Breath — *Primary, Unique, Invoked*
Target: All enemies within range
Range: A cone extending up to 6 squares away from this character
Check: MND (d20 + 6)
CR: Target's Defense or Magic Defense*
*Use the lower of the two attributes for this ability check
Base Effect: Deals 12 damage to all targets.
Direct Hit: Deals an additional 3d6 damage and **Slows** all targets, then inflicts **HP Recovery Down** on all targets not already suffering from **HP Recovery Down**.

HP Recovery Down
- A character afflicted with **HP Recovery Down** recovers half as much HP (rounded up) from healing effects.

AOE Granite Rain — *Primary, Stationary Marker, Physical, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 9x9 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage and knocks all targets **Prone**.

Evil Eye — *Instant, Stationary Marker, Magic* ☐
Condition: This character has used **Reanimate** twice this phase
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending to the edge of the encounter map from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Inflicts **Hysteria** on all targets.
Limitation: Once per phase

Hysteria
- A **Hysterical** character cannot perform standard movement actions during their turn, and instead moves in a random direction until they have no squares of standard movement remaining. The timing of this movement is determined by the GM.
- **Hysteria** is removed at the end of the **Hysterical** character's next turn.

Reanimate — *Instant* ☐☐
Trigger: Immediately before this character takes damage that would reduce them to 0 HP.
Base Effect: Reduces the damage this character takes from the ability that triggered Reanimate to 0, then fully restores their HP. After this ability is used for the second time, immediately use **Evil Eye**.
Limitation: Twice per phase

Tactics

Attack using Combo. Use Dark Wave during odd rounds and Miasma Breath during even rounds. Use Reanimate whenever this character would be reduced to 0 HP.

Zombie Dragon

Soulkin

Spriggan — Mob

Size: Medium (1x1) - Soulkin | Vigilance: 12
Defense: 13 | Magic Defense: 14
Max HP: 30 | Speed: 5 squares

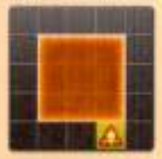
STR	DEX	VIT	INT	MND
+2	+4	+2	+1	+2

Abilities

Frenetic Flurry — *Primary, Physical*
Target: Single Range: 1 square
Check: DEX (d20 + 4) CR: Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

AOE Paralyze — *Primary, Magic, Invoked*
Target: Single Range: 10 squares
Base Effect: **Paralyzes** the target.

AOE Romp — *Primary, Stationary Marker, Physical, Invoked*
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage to all targets.



AOE Jittering Jig — *Secondary, Invoked* ☐
Base Effect: Grants this character one advantage die on all ability checks they make this phase.
Limitation: Once per phase

Tactics

Attack using Paralyze. If Paralyze has already been used this round, attack using Romp instead. If a Romp marker is already present on the encounter map, attack using Frenetic Flurry instead. Use Jittering Jig at the beginning of this character's turn during round 1.

Coblyn — Mob

Size: Medium (1x1) - Soulkin | Vigilance: 11
Defense: 15 | Magic Defense: 13
Max HP: 30 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+3	+5	+3	-2	+1

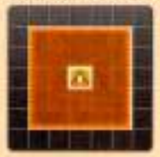
Traits

Mineral Shell
This character takes 1 less damage from abilities that do not score a direct hit.

Abilities

Lash — *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 3) CR: Target's Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

AOE Shatter — *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 damage to all targets.



Tactics

Attack using Shatter. If either one or two Shatter markers are already present on the encounter map, attack using Lash instead.

Spriggan

Coblyn

Qarn Facer — Menace

Size: Large (2x2) - Soulkin | Vigilance: 10
Defense: 14 | Magic Defense: 15
Max HP: 50 | Speed: 3 squares

STR	DEX	VIT	INT	MND
+5	-1	+4	+0	+0

Traits

Enchanted Masonry
This character remains on the encounter map when reduced to 0 HP.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Stone Visage**, then use **Darkness**.

Stone Visage — *Primary, Physical*
Target: All enemies within range
Range: A 2x2 area directly adjacent to this character
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 5 damage to all targets.
Direct Hit: Deals an additional 2d6 damage. All targets must make a **VIT** check with a CR of 13. Any character who fails this check is knocked **Prone**.

Darkness — *Primary, Stationary Marker, Magic*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 2 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

Tactics

Attack using **Combo**.

Golem — Champion

Size: Large (2x2) - Soulkin | Vigilance: 10
Defense: 12 | Magic Defense: 14
Max HP: 85 | Speed: 4 squares

STR	DEX	VIT	INT	MND
+5	+0	+4	+0	+0

Traits

Magical Construct
This character's abilities cannot score criticals. The penalty this character incurs when afflicted with **Enmity** is reduced by half (rounded up).

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Stone Fists**, then use either **Boulder Clap** or **Plaincracker**.

Stone Fists — *Primary, Physical*
Target: 2 characters **Range:** 2 squares
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 8 damage to all targets.
Direct Hit: Deals an additional 1d6 damage.

Boulder Clap — *Primary, Stationary Marker, Physical, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.

Plaincracker — *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 6x6 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage and knocks all targets **Prone**.

Tactics

Attack using **Combo**. Use **Boulder Clap** during odd rounds and **Plaincracker** during even rounds.

Qarn Facer

Golem

Automated Knight — Champion

Size: Large (2x2) - Soulkin | Vigilance: 14
Defense: 14 | Magic Defense: 14
Max HP: 100 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+3	+6	+3	+0	+4

Traits

Unceasing Vigil
This character cannot be surprised or afflicted with **Sleep**.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using **Joust**, then use either **White Knight's Tour** or **Black Knight's Tour**.

Joust — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: DEX (d20 + 6) **CR:** Target's **Defense**
Base Effect: Deals 8 damage to the target.
Direct Hit: Deals an additional 2d6 damage and inflicts a **DOT (5)**.

White Knight's Tour — *Primary, Stationary Marker, Magic*
Marker Area: A stationary 2x6 area extending in a straight line from 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage and **Slows** all targets. If a target is **Bound**, removes **Bind** and deals an additional 2d6 damage to that target.

Black Knight's Tour — *Primary, Stationary Marker, Magic*
Marker Area: A stationary 2x6 area extending in a straight line from 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage and **Binds** all targets. If a target is **Slowed**, removes **Slow** and deals an additional 2d6 damage to that target.

Tactics

Attack using **Combo**. An automated knight can use either **White Knight's Tour** or **Black Knight's Tour**, but not both. Which ability a given automated knight uses is determined by the GM at the start of the encounter.

Automated Knight

Dullahan — Solo

Size: Large (2x2) - Soulkin | Vigilance: 8
Defense: 15 | Magic Defense: 14
Max HP: 200 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+2	+5	+4	-2

Traits

Headless
This character is permanently **Blinded***, but cannot incur any other penalties on ability checks.
*This character's ability check fields have been adjusted to include the penalty from **Blind**.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Headsplitter** or **Beheading Cleave** a total of two times in any combination, then use **Iron Justice**.

Headsplitter — *Primary, Physical*
Target: Single **Range:** 2 squares
Check: STR - 2 (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 2d6 + 12 damage to the target.
Direct Hit: Deals an additional 3d6 damage. Damage dealt by this ability cannot be reduced by effects other than limit breaks.

Beheading Cleave — *Primary, Physical*
Target: All enemies within range
Range: A 5x5 area centered on 1 square occupied by this character
Check: STR - 2 (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 1d6 + 5 damage to all targets.
Direct Hit: Deals an additional 2d6 damage. All targets must make a **VIT** check with a CR of 16. Any character who fails this check is knocked **Prone**.

Iron Justice — *Primary, Stationary Marker, Physical*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 4 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage to all targets.

King's Will — *Secondary, Invoked*
Base Effect: This character's abilities deal an additional 5 damage until the end of this turn.
Limitation: Once per phase

Tactics

Attack using **Combo**. Use **Beheading Cleave** when multiple adventurers are within range. Use **King's Will** at the beginning of this character's turn before using **Beheading Cleave**.

Dullahan

Voidsent

Gaelicat — Mob

Size: Small (1x1) - Voidsent | Vigilance: 14
Defense: 11 | Magic Defense: 13
Max HP: 40 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+0	+2	+0	+0	+4

Abilities

Scratch Fever — *Primary, Physical*
Target: Single Range: 1 square
Check: MND (d20 + 4) CR: Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Yowl — *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 2 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Inflicts **Damage Down (2)** on all targets not already suffering from **Damage Down (2)**.

Damage Down (X)
- A character afflicted with **Damage Down (X)** deals X less damage when using *primary* abilities.
- Only the highest **Damage Down (X)** is applied when using primary abilities.

Tactics

Attack using **Yowl**. If either one or two **Yowl** markers are already present on the encounter map, attack using **Scratch Fever** instead.

Bomb — Mob

Size: Medium (1x1) - Voidsent | Vigilance: 10
Defense: 12 | Magic Defense: 13
Max HP: 40 | Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+2	+3	+3	-1	+0

Traits

Self-Destruct
When this character's HP is less than or equal to half of their **Max HP**, immediately use **Detonator**.

Abilities

Scorching Slam — *Primary, Physical, Fire-Aspected*
Target: Single Range: 1 square
Check: DEX (d20 + 3) CR: Target's Defense
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Detonator — *Instant, Mobile Marker, Physical, Fire-Aspected*
Trigger: When this character's HP is less than or equal to half of their **Max HP**
Origin: This character
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All characters within the marker area
Marker Trigger: The end of this character's turn
Marker Effect: Deals 4d6 damage to all targets.
This ability affects allied characters as well as enemy characters.

Blaze Spikes ☐
Secondary, Magic, Fire-Aspected, Invoked
Base Effect: Whenever this character takes damage from a physical ability, the character that used the ability takes 2 damage. This effect is removed at the start of this character's next turn.
Limitation: Once per phase

Tactics

Attack using **Scorching Slam**. When this character's HP is less than or equal to half of their **Max HP**, immediately use **Detonator**. Use **Blaze Spikes** at the beginning of this character's turn during round 1.

Gaelicat

Bomb

Deepeye — Mob

Size: Small (1x1) - Voidsent | Vigilance: 14
Defense: 13 | Magic Defense: 15
Max HP: 48 | Speed: 4 squares

STR	DEX	VIT	INT	MND
+4	+3	+2	+1	+4

Traits

Unblinking Gaze
This character cannot be surprised. While they are **Blinded**, they are **Stunned** as well.

Abilities

Optical Intrusion — *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 4) CR: Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Hypnotize — *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square adjacent to this character
Marker Area: A stationary cone extending up to 2 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: All targets must make a MND check with a CR of 18. Any character who fails this check is **Paralyzed**.

Tactics

Attack using **Hypnotize**. If either one or two **Hypnotize** markers are already present on the encounter map, attack using **Optical Intrusion** instead.

Trickster Imp — Menace

Size: Small (1x1) - Voidsent | Vigilance: 13
Defense: 13 | Magic Defense: 15
Max HP: 40 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+1	+3	+2	+5	+3

Traits

Mischievous Malefactor
This character receives one advantage die on ability checks targeting an enemy adjacent to another ally.

Abilities

Blizzard — *Primary, Magic, Ice-Aspected, Invoked*
Target: Single Range: 10 squares
Check: INT (d20 + 5) CR: Target's Magic Defense
Base Effect: Deals 5 damage to the target. This character can use **Blizzard** once more at any point during this turn.
Direct Hit: Deals an additional 2d6 damage.

Ice Spikes ☐☐ *Secondary, Magic, Ice-Aspected, Invoked*
Base Effect: Whenever this character takes damage from a physical ability, the character that used the ability takes 5 damage and must make a VIT check with a CR of 13. Any character who fails this check is **Slowed**. This effect is removed at the start of this character's next turn.
Limitation: Twice per phase

Tactics

Attack an adventurer adjacent to another ally twice using **Blizzard**. Use **Ice Spikes** at the beginning of this character's turn during round 1 and 2.

Deepeye

Trickster Imp

Giant Gnat

Menace

Size: Large (2x2) - Voidsent | Vigilance: 11

Defense: 14 | Magic Defense: 11
Max HP: 30 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+1	+4	+1	-1	+1

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Sting**, then use **Thunderstrike**.

Sting — *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

INVK Thunderstrike
Primary, Stationary Marker, Magic, Lightning-Aspected, Invoked
Marker Area: A stationary 4x8 area whose shortest side is centered on 2 squares directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The end of this character's next turn
Marker Effect: Deals 6d6 damage to all targets.

Tactics

Attack using **Combo**.

Pudding

Menace

Size: Large (2x2) - Voidsent | Vigilance: 14

Defense: 18 | Magic Defense: 10
Max HP: 35 | Speed: 4 squares

STR	DEX	VIT	INT	MND
+0	+0	+5	-3	+4

Traits

Gelatinous Body
This character takes 5 less damage from *physical* abilities and 5 more damage from *magic* abilities.

Prismatic Flan
This character's **Elemental Magic** ability is elementally aspected. The type is determined by the scenario or the GM.

Abilities

INVK Elemental Magic — *Primary, Magic, Invoked*
Target: Single **Range:** 10 squares
Check: MND (d20 + 4) **CR:** Target's Magic Defense
Base Effect: Deals 4 damage to the target. This character can use **Elemental Magic** once more at any point during this turn.
Direct Hit: Deals an additional 1d6 damage.

INVK Golden Tongue — *Secondary, Invoked*
Base Effect: This character's magic abilities deal an additional 2 damage until the end of this turn.
Limitation: Once per phase

Tactics

Attack using **Elemental Magic**. Use **Golden Tongue** at the beginning of this character's turn during round 1.

Giant Goat

Pudding

Persona

Champion

Size: Large (2x2) - Voidsent | Vigilance: 14

Defense: 13 | Magic Defense: 15
Max HP: 70 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+1	+4	+1	+5	+4

Traits

Terminal Loathing
This character receives one advantage die on ability checks targeting enemies whose HP is less than or equal to half of their Max HP.

Abilities

Tripled Incantation — *Primary, Unique*
Base Effect: Attack using **Darkness**, then use **Paralyze III**, followed by **Inner Demons**.

INVK Darkness — *Primary, Magic, Invoked*
Target: All enemies within range
Range: A 5x5 area within 10 squares of this character
Check: INT (d20 + 5) **CR:** Target's Magic Defense
Base Effect: Deals 7 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

INVK Paralyze III — *Primary, Magic, Invoked*
Target: All enemies within range
Range: A 6x6 area centered on this character
Base Effect: All targets must make a VIT check with a CR of 12. Any character who fails this check is **Paralyzed**.

INVK Inner Demons
Primary, Stationary Marker, Magic, Invoked
Marker Area: A stationary 5x5 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage to all targets.

Tactics

Attack using **Tripled Incantation**. When using **Darkness** and **Paralyze III**, attempt to hit the adventurer with the lowest HP and as many other adventurers as possible. When using **Inner Demons**, place the marker to include the adventurer with the lowest HP and as many other adventurers as possible.

Persona

Ahriman

Champion

Size: Large (2x2) - Voidsent | Vigilance: 14

Defense: 14 | Magic Defense: 14
Max HP: 75 | Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+2	+3	+3	+2	+6

Abilities

Eyes on Me — *Primary, Magic*
Target: All enemies within range
Range: An 8x8 area centered on this character
Check: MND (d20 + 6) **CR:** Target's Magic Defense
Base Effect: Deals 6 damage to all targets.
Direct Hit: Deals an additional 2d6 damage.

Combo — *Primary, Unique*
Base Effect: Attack using **Stone**, then use **Dread Gaze**.

INVK Stone — *Primary, Magic, Earth-Aspected, Invoked*
Target: Single **Range:** 10 squares
Check: MND (d20 + 6) **CR:** Target's Magic Defense
Base Effect: Deals 12 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

INVK Dread Gaze — *Primary, Stationary Marker, Magic, Invoked*
Origin: 2 squares adjacent to this character
Marker Area: A stationary cone extending up to 4 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: **Paralyzes** all targets. All targets must make a DEX check with a CR of 18. Any character who fails this check is **Stunned** until the end of their next turn.

Tactics

Attack using **Eyes on Me** (odd rounds only) or **Combo** (even rounds only).

Ahriman

Ogre

Champion

Size: Large (2x2) - Voidsent | Vigilance: 12
Defense: 15 | Magic Defense: 12
Max HP: 80 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+4	+4	+0	+2

Traits

Enrage
While this character's HP is less than or equal to half of their Max HP, their abilities deal an additional 1d6 damage.

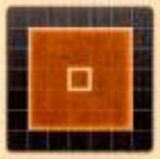
Abilities

Combo *Primary, Unique*
Base Effect: Attack using Straight Punch, then use either Double Smash or Heartburn.

Straight Punch *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 6) CR: Target's Defense
Base Effect: Deals 12 damage to the target.
Direct Hit: Deals an additional 2d6 damage and forces the target to move up to 2 squares away from this character, as determined by the GM.

Double Smash
Primary, Stationary Marker, Physical, Invoked
Origin: 2 squares adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 3d6 damage to all targets, then deals another 3d6 damage to all targets.

Heartburn
Primary, Stationary Marker, Magic, Fire-Aspected, Invoked
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage to all targets.



Hot Hands *Secondary*
Base Effect: This character's abilities deal an additional 1d6 damage until the end of this turn.
Limitation: Once per phase

Tactics

Attack using Combo. Use Double Smash during odd rounds and Heartburn during even rounds.

Taurus

Solo

Size: Large (2x2) - Voidsent | Vigilance: 14
Defense: 16 | Magic Defense: 14
Max HP: 220 | Speed: 5 squares

STR	DEX	VIT	INT	MND
+7	+2	+7	+2	+4

Abilities

Combo *Primary, Unique*
Base Effect: Attack using Mow, then use either Triclip or Mortal Ray.

Mow *Primary, Physical, Invoked*
Target: All enemies within range
Range: A 4x2 area whose longest side is centered on 2 squares directly adjacent to this character
Check: STR (d20 + 7) CR: Target's Defense
Base Effect: Deals 15 damage to all targets.
Direct Hit: Deals an additional 2d6 damage and inflicts a **DOT (10)**.

Triclip *Primary, Mobile Marker, Physical, Invoked*
Origin: 1 tank
Marker Area: A mobile area centered on the origin that moves with the origin
Target: The origin
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 7d6 damage and **Blinds** the target.

Mortal Ray *Primary, Stationary Marker, Unique, Invoked*
Origin: All squares occupied by this character Marker Area: A stationary 10x10 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Inflicts **Doom** on all targets.

Doom
- A **Doomed** adventurer is reduced to 0 HP and **Knocked Out** at the end of the next [Adventurer Step].

Frightful Roar *Secondary, Invoked*
Target: Single Range: 5 squares
Base Effect: If the target is not already suffering from **Physical Vulnerability Up (5)**, they must make a MND check with a CR of 13. Any character who fails this check is afflicted with **Physical Vulnerability Up (5)**.

Physical Vulnerability Up (X)
- A character afflicted with **Physical Vulnerability Up (X)** takes X more damage from *physical* abilities.
- Only the highest **Physical Vulnerability Up (X)** is applied when a character takes damage.

Tactics

Attack using Combo. Use Triclip during odd rounds and Mortal Ray during even rounds.

Taurus

Mindflayer

Boss

Size: Medium (1x1) - Voidsent | Vigilance: 15
Defense: 15 | Magic Defense: 17
Max HP: 480 | Speed: 7 squares

STR	DEX	VIT	INT	MND
+1	+4	+4	+7	+6

Traits

Unflinching Intellect
This character cannot be **Stunned**. Be sure to inform the players of this before beginning the encounter.

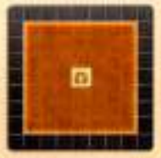
Abilities

Combo *Primary, Unique*
Base Effect: Attack using Drain Touch, then use Water twice, followed by Mind Blast, Canker, or Void Thunder III.

Drain Touch *Primary, Magic*
Target: Single Range: 1 square
Check: INT (d20 + 7) CR: Target's Magic Defense
Base Effect: Deals 7 damage to the target. Restores HP equaling the amount of HP the target lost from this ability.
Direct Hit: Deals an additional 1d6 damage.

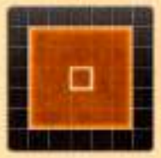
Water *Primary, Magic, Water-Aspected, Invoked*
Target: Single Range: 10 squares
Check: INT (d20 + 7) CR: Target's Magic Defense
Base Effect: Deals 10 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Mind Blast *Primary, Stationary Marker, Magic, Invoked*
Origin: All squares occupied by this character
Marker Area: A stationary 7x7 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage to all targets. All targets must make a MND check with a CR of 14. Any character who fails this check is **Paralyzed** and afflicted with **Magic Defense Down**.



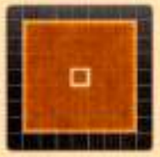
Magic Defense Down
- A character afflicted with **Magic Defense Down** has their Magic Defense reduced by 2.

Canker *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: **Slows** all targets, then inflicts **HP Recovery Down** on all targets not already suffering from **HP Recovery Down**.



HP Recovery Down
- A character afflicted with **HP Recovery Down** recovers half as much HP (rounded up) from healing effects.

Void Thunder III
Primary, Stationary Marker, Magic, Lightning-Aspected, Invoked
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 7x7 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 6d6 damage and inflicts a **DOT (6)** on all targets.



Tactics

Attack using Combo. Alternate between Mind Blast, Canker, and Void Thunder III.

Mindflayer

Elementals

Sprite — Mob

Size: Small (1x1) - Elemental	Vigilance: 10
Defense: 12	Magic Defense: 14
Max HP: 20	Speed: 3 squares (flying)

STR	DEX	VIT	INT	MND
+0	+1	+2	+4	+0

Traits

Aetherial Being
This character's Elemental Magic ability is elementally aspected. The type is determined by the scenario or the GM.

Abilities

Elemental Magic — *Primary, Magic, Invoked*
Target: Single Range: 10 squares
Check: INT (d20 + 4) CR: Target's Magic Defense
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Tactics
Attack using Elemental Magic.

Phurble — Mob

Size: Small (1x1) - Elemental	Vigilance: 13
Defense: 11	Magic Defense: 14
Max HP: 20	Speed: 4 squares

STR	DEX	VIT	INT	MND
+0	+1	+1	+0	+3

Abilities

Aero — *Primary, Magic, Wind-Aspected, Invoked*
Target: Single Range: 10 squares
Check: MND (d20 + 3) CR: Target's Magic Defense
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Cure — *Primary, Magic, Invoked*
Target: Single Range: 10 squares
Base Effect: Restores 6 HP to the target.

Tactics
Attack using Aero. If an ally's HP is less than their Max HP, use Cure instead.

Phurble

Earth Sprite *Fire Sprite*
Water Sprite *Lightning Sprite*

Chimeras

Mirrorknight — Champion

Size: Large (2x2) - Chimera	Vigilance: 10
Defense: 16	Magic Defense: 14
Max HP: 70	Speed: 5 squares

STR	DEX	VIT	INT	MND
+6	+2	+4	+0	+0

Traits

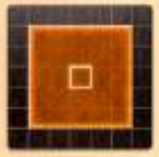
Reflected Rage
This character receives one advantage die on their next ability check for each ability that scores a direct hit on them. The penalty this character incurs when afflicted with **Enmity** is increased by 3.

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using Bearclaw, then use Gust.

Bearclaw — *Primary, Physical*
Target: Single Range: 2 squares
Check: STR (d20 + 6) CR: Target's Defense
Base Effect: Deals 10 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Gust — *Primary, Stationary Marker, Magic, Wind-Aspected*
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 8d6 damage to all targets.



Mirrored Riposte — *Instant, Physical*
Trigger: Immediately after this character takes damage from an ability
Target: The character that triggered this ability
Range: 2 squares
Check: STR (d20 + 6) CR: Target's Defense
Base Effect: Deals 6 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Tactics
Attack using Combo. When using Gust, place the marker on the nearest adventurer, regardless of whether a tank has **Enmity** on this character.

Mirrorknight

Naga — Champion

Size: Large (2x2) - Chimera	Vigilance: 10
Defense: 13	Magic Defense: 16
Max HP: 66	Speed: 5 squares (flying)

STR	DEX	VIT	INT	MND
+3	+5	+4	+0	+0

Abilities

Combo — *Primary, Unique*
Base Effect: Attack twice using Wing Attack, then use Calcifying Mist.

Wing Attack — *Primary, Physical*
Target: Single Range: 2 squares
Check: DEX (d20 + 5) CR: Target's Defense
Base Effect: Deals 12 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Calcifying Mist
Primary, Stationary Marker, Magic, Invoked
Origin: 2 squares adjacent to this character
Marker Area: A stationary cone extending up to 3 squares away from the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: All targets must make a MND check with a CR of 20. Any character who fails this check is **Stunned** until the end of their next turn.

Tactics
Attack using Combo.

Naga

Spoken

Aevis — Menace

Size: Large (2x2) - Dragon — Vigilance: 10
Defense: 14 — Magic Defense: 13
Max HP: 40 — Speed: 5 squares

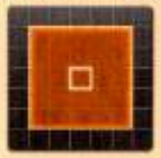
STR	DEX	VIT	INT	MND
+4	+2	+3	-1	+0

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using Lunge, then use either Electric Veltation or Strident Scream.

Lunge — *Primary, Physical*
Target: Single Range: 2 squares
Check: STR (d20 + 4) CR: Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

MWK Electric Veltation
Primary, Stationary Marker, Magic, Lightning-Aspected, Invoked
Origin: 1 square occupied by 1 enemy
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.



MWK Strident Scream
Primary, Stationary Marker, Magic, Invoked
Marker Area: A stationary 3x3 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

Tactics
Attack using Combo. Use Electric Veltation during odd rounds and Strident Scream during even rounds.

Wyvern — Champion

Size: Large (2x2) - Dragon — Vigilance: 11
Defense: 14 — Magic Defense: 12
Max HP: 90 — Speed: 6 squares (flying)

STR	DEX	VIT	INT	MND
+6	+2	+4	+0	+1

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using Crushing Jaws, then use Collapse.

Crushing Jaws — *Primary, Physical*
Target: Single Range: 2 squares
Check: STR (d20 + 6) CR: Target's Defense
Base Effect: Deals 7 damage to the target.
Direct Hit: Deals an additional 3d6 damage.

Collapse — *Primary, Stationary Marker, Physical*
Marker Area: A stationary 5x5 area adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 5d6 damage to all targets.

Draconic Bearing — *Instant, Magic*
Trigger: When this character begins their turn
Base Effect: Choose and resolve one of the following effects.
- Grant this character one advantage die on a single ability check they make this turn.
- Target all adjacent enemies, then deal 5 damage to all targets.
- Roll a d20. If the die lands on a 15 or higher, remove a single enfeeblement from this character. Some enfeeblements, such as **Enmity**, cannot be removed by this effect.

Tactics
Attack using Combo.

Wyvern

Aevis

Brawler — Mob

Size: Medium (1x1) - Any Spoken Race — Vigilance: 10
Defense: 13 — Magic Defense: 12
Max HP: 35 — Speed: 5 squares

STR	DEX	VIT	INT	MND
+4	+2	+1	+0	+0

Abilities

Strike — *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 4) CR: Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Tactics
Attack using Strike.

Amalj'aa Hunter

Martial Artist — Mob

Size: Medium (1x1) - Any Spoken Race — Vigilance: 11
Defense: 14 — Magic Defense: 13
Max HP: 40 — Speed: 5 squares

STR	DEX	VIT	INT	MND
+5	+4	+4	+1	+1

Abilities

Triple Threat — *Primary, Unique*
Base Effect: Immediately attack three times using Strike.

Strike — *Primary, Physical*
Target: Single Range: 1 square
Check: STR (d20 + 5) CR: Target's Defense
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Featherfoot — *Instant* ☐
Trigger: Immediately after an ability check for an ability that targets this character
Base Effect: Increases this character's Defense by 2 for the check that triggered Featherfoot.
Limitation: Once per phase

Tactics
Attack using Triple Threat.

Goblin Tinkerer

Personalizing Spoken Enemies

Enemies classified as spoken hail from a diverse array of races and boast multifarious means of offense. As listing every spoken enemy from Final Fantasy XIV would easily fill an entire book all on its own, the following pages instead provide a number of templates representative of the types of spoken foes commonly seen in the online game. While visuals are included for reference, feel free to customize an enemy's race and appearance to better suit the story or scenario.

In some cases, you may want to modify an enemy's attributes to match the unique qualities of a given race. Sylphs, for example, are capable of flight, so when designing a sylvan foe for use in an encounter, it would make sense to change their movement type to flying. You could even rename an enemy's abilities or traits to better suit your chosen race, or add new ones that exemplify their techniques or offensive capabilities. The following examples illustrate how this can be done.

Sample Amalj'aa Ability

MWK Enfire — *Secondary, Magic, Invoked* ☐
Base Effect: This character's abilities become fire-aspected and deal an additional 1d6 damage until the end of this turn.
Limitation: Once per phase

Sample Garlean Soldier Ability

Fortis — *Secondary* ☐
Base Effect: This character's abilities deal an additional 2 damage until the end of this turn.
Limitation: Once per phase

Cutthroat

Mob

Size: Medium (1x1) - Any Spoken Race Vigilance: 12
Defense: 12 Magic Defense: 12
Max HP: 40 Speed: 6 squares

STR	DEX	VIT	INT	MND
+2	+4	+2	+1	+2

Abilities

Slice and Dice — *Primary, Unique*
Base Effect: Immediately attack twice using **Shank**.
Limitation: Once per phase

Shank — *Primary, Physical*
Target: Single **Range:** 1 square
Check: DEX (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Tactics
Attack using **Slice and Dice** during round 1, then use **Shank** during all following rounds.

Kobold Footman

Underling

Mob

Size: Medium (1x1) - Any Spoken Race Vigilance: 10
Defense: 10 Magic Defense: 10
Max HP: 5 Speed: 6 squares

STR	DEX	VIT	INT	MND
+2	+0	+1	+0	+0

Abilities

Teamwork — *Primary, Unique*
Target: 1 ally **Range:** 1 square
Base Effect: Grants the target one advantage die on their next ability check.

Feeble Swing — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 2) **CR:** Target's **Defense**
Base Effect: None.
Direct Hit: Deals 1d6 + 2 damage to the target.

Tactics
Attack using either **Teamwork** or **Feeble Swing**.

Qeqrn Scrambler

Pyromancer

Mob

Size: Medium (1x1) - Any Spoken Race Vigilance: 11
Defense: 12 Magic Defense: 14
Max HP: 30 Speed: 6 squares

STR	DEX	VIT	INT	MND
+1	+1	+1	+4	+1

Abilities

Fire — *Primary, Magic, Fire-Aspected, Invoked*
Target: Single **Range:** 10 squares
Check: INT (d20 + 4) **CR:** Target's **Magic Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 1d6 damage.

Tactics
Attack the most distant adventurer using **Fire**.

Vok'Tasi Vundu

Shieldbearer

Menace

Size: Medium (1x1) - Any Spoken Race Vigilance: 12
Defense: 16 Magic Defense: 14
Max HP: 60 Speed: 6 squares

STR	DEX	VIT	INT	MND
+4	+3	+6	+1	+2

Abilities

Shield Bash — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 9 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Fast Blade — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target. The target incurs a -2 penalty on their next ability check if it does not target this character.
Direct Hit: Deals an additional 1d6 damage.

Shield Brace — *Instant*
Trigger: Immediately after an ability check for an ability that targets this character
Base Effect: Increases this character's **Defense** by 1d5 for the check that triggered **Shield Brace**.
Limitation: Twice per phase

Tactics
Attack using either **Shield Bash** or **Fast Blade**.

Izali Deltalon

Raider

Menace

Size: Medium (1x1) - Any Spoken Race Vigilance: 11
Defense: 15 Magic Defense: 13
Max HP: 60 Speed: 6 squares

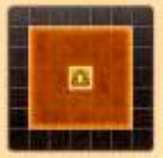
STR	DEX	VIT	INT	MND
+4	+2	+5	+0	+1

Abilities

Combo — *Primary, Unique*
Base Effect: Attack using **Heavy Swing**, then use **Overpower**.

Heavy Swing — *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's **Defense**
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Overpower — *Primary, Stationary Marker, Physical*
Origin: 1 square occupied by this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 2d6 + 7 damage to all targets.



Tactics
Attack using **Combo**. Place the marker for **Overpower** to include as many adventurers as possible, regardless of whether a tank has **Enmity** on this character.

Mamool Ja Executioner

Sentry — Menace

Size: Medium (1x1) - Any Spoken Race **Vigilance: 11**
Defense: 14 **Magic Defense: 12**
Max HP: 40 **Speed: 5 squares**

STR	DEX	VIT	INT	MND
+5	+3	+2	+1	+1

Abilities

Combo *Primary, Unique*
Base Effect: Attack using **True Thrust**, then use **Heartstopper**.

True Thrust *Primary, Physical*
Target: Single **Range:** 1 square
Check: STR (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 5 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Heartstopper *Primary, Stationary Marker, Physical*
Marker Area: A stationary 1x3 area extending in a straight line from 1 square directly adjacent to this character
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 4d6 damage to all targets.

Spear Throw *Secondary, Physical*
Target: Single **Range:** 5 squares
Base Effect: Deals 5 damage to the target.
Limitation: Once per phase

Tactics

Attack using **Combo**. When using **Spear Throw**, target a ranged DPS, regardless of whether a tank has **Enmity** on this character.

Electromancer — Menace

Size: Medium (1x1) - Any Spoken Race **Vigilance: 14**
Defense: 11 **Magic Defense: 15**
Max HP: 35 **Speed: 5 squares**

STR	DEX	VIT	INT	MND
+0	+2	+1	+5	+4

Abilities

MNK Thunder *Primary, Magic, Lightning-Aspected, Invoked*
Target: Single **Range:** 10 squares
Base Effect: Deals 5 damage and inflicts a **DOT (3)** on the target. This character can use **Thunder** once more at any point during this turn.

MNK Paralyze *Primary, Magic, Invoked*
Target: Single **Range:** 10 squares
Base Effect: **Paralyzes** the target.

Tactics

Attack the most distant adventurer using **Thunder** (odd rounds only) or **Paralyze** (even rounds only).

Shellscale Sahagin

Sylvan Sigh

Hunter — Champion

Size: Medium (1x1) - Any Spoken Race **Vigilance: 12**
Defense: 14 **Magic Defense: 14**
Max HP: 80 **Speed: 5 squares**

STR	DEX	VIT	INT	MND
+2	+5	+4	+2	+2

Abilities

Venomous Bite *Primary, Physical*
Target: Single **Range:** 10 squares
Check: DEX (d20 + 5) **CR:** Target's **Defense**
Base Effect: Deals 7 damage to the target. This character can use **Venomous Bite** once more at any point during this turn.
Direct Hit: Deals an additional 1d6 damage and inflicts a **DOT (5)**.

Wide Volley *Primary, Mobile Marker, Physical*
Origin: 1 random enemy
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 10d6 damage divided evenly (rounded up) amongst all targets.

Hawk's Eye *Secondary*
Base Effect: Grants this character one advantage die on all ability checks they make this turn.
Limitation: Once per phase

Tactics

Move as far from the adventurers as possible while keeping them within range, then attack using **Wide Volley** (odd rounds only) or **Venomous Bite** (even rounds only). Place the marker for **Wide Volley** on a random adventurer, regardless of whether a tank has **Enmity** on this character. Use **Hawk's Eye** at the beginning of this character's turn during round 2.

Elementalist — Champion

Size: Medium (1x1) - Any Spoken Race **Vigilance: 16**
Defense: 13 **Magic Defense: 16**
Max HP: 80 **Speed: 5 squares**

STR	DEX	VIT	INT	MND
+0	+1	+1	+2	+5

Abilities

Twinned Incantation *Primary, Unique*
Base Effect: Attack using **Stone II**, then use **Aero II**.

MNK Stone II *Primary, Magic, Earth-Aspected, Invoked*
Target: Single **Range:** 10 squares
Check: MND (d20 + 5) **CR:** Target's **Magic Defense**
Base Effect: Deals 3 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

MNK Aero II *Primary, Magic, Wind-Aspected, Invoked*
Target: All enemies within range
Range: A 5x5 area within 10 squares of this character
Base Effect: inflicts a **DOT (5)** on all targets.

Tactics

Attack using **Twinned Incantation**. When using **Stone II**, target the most distant adventurer.

Coeurl-law Hunter

Corpse Brigade Firedancer

Chirurgeon — Champion

Size: Medium (1x1) - Any Spoken Race **Vigilance: 14**

Defense: 12 **Magic Defense:** 16
Max HP: 60 **Speed:** 5 squares

STR	DEX	VIT	INT	MND
+0	+1	+1	+4	+4

Abilities

Cure II — *Primary, Magic, Invoked*
Target: Single **Range:** 10 squares
Base Effect: Restores 15 HP to the target.

Haste — *Primary, Magic, Invoked*
Target: Single **Range:** 10 squares
Base Effect: Grants the target **Haste** if they are not already under the effect of **Haste**.
Limitation: Once per phase

Haste
While a character is under the effect of **Haste**, their **Speed** increases by 2, and they receive one advantage die on all ability checks. **Haste** cannot stack.

Esuna — *Secondary, Magic*
Target: Single **Range:** 10 squares
Base Effect: Removes a single enfeeblement from the target.
Limitation: Twice per phase

Tactics

Move as far from the adventurers as possible, then use **Haste** (round 1 only) or **Cure II** (round 2 onwards). When using **Cure II**, target the ally with the lowest HP. If an ally is suffering from an enfeeblement, use **Esuna** to remove it.

Arcane Tactician — Solo

Size: Medium (1x1) - Any Spoken Race **Vigilance: 14**

Defense: 13 **Magic Defense:** 16
Max HP: 110 **Speed:** 5 squares

STR	DEX	VIT	INT	MND
+1	+2	+4	+6	+4

Traits

Unyielding Invoker
This character's *invoked* abilities cannot be interrupted or otherwise negated. However, markers they have generated are still removed when they are **Stunned**. Be sure to inform the players of this before beginning the encounter.

Abilities

Twinned Incantation — *Primary, Unique*
Base Effect: Attack using **Combust II**, then use **Gravity**.

Combust II — *Primary, Magic, Invoked*
Target: Single **Range:** 10 squares
Check: INT (d20 + 6) **CR:** Target's **Magic Defense**
Base Effect: Deals 12 damage and inflicts a **DOT (10)** on the target.
Direct Hit: Deals an additional 2d6 damage and forces the target to move up to 2 squares, as determined by the GM.

Enhasten — *Primary, Magic*
Target: All allies within range
Range: The entire encounter map
Base Effect: Grants all targets **Haste** if they are not already under the effect of **Haste**.
Limitation: Once per phase

Haste
While a character is under the effect of **Haste**, their **Speed** increases by 2, and they receive one advantage die on all ability checks. **Haste** cannot stack.

Gravity — *Primary, Stationary Marker, Magic, Invoked*
Origin: 1 square within 10 squares of this character
Marker Area: A stationary 5x5 area centered on the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Reduces all targets' HP by half (rounded up).

Tactics

Move as far from the adventurers as possible while keeping them within range, then attack using **Twinned Incantation** (odd rounds only) or **Enhasten** (even rounds only).

Cohort Medicus

Loth Cultivator

Tokens

The following pages contain tokens you can copy and cut out for use in your game.

Lv. 60 Pyrodragon
Lv. 60 Cryodragon
Lv. 60 Drakespur
Lv. 60 Drakespur
Lv. 60 Drakespur
Lv. 60 Drakespur
Lv. 60 Overgrown Eruca
Lv. 60 Overgrown Eruca
Lv. 60 Rampaging Aevis
Lv. 60 Herette
Lv. 60 Herette
Lv. 60 Herette
Lv. 60 Rampaging Aevis
Lv. 60 Rampaging Aevis
Lv. 60 Rampaging Aevis
Lv. 60 Rampaging Dinosaur
Lv. 30 Snipper
Lv. 30 Snipper
Lv. 30 Snipper
Lv. 30 Snipper
Lv. 30 Aeubens
Lv. 30 Aeubens
Lv. 30 Aeubens
Lv. 30 Aeubens
Lv. 60 Behemoth

Lv. 60 Titzelwurm
Lv. 60 Diabolos
Lv. 30 Aeubens
Lv. 30 Colibri
Lv. 30 Colibri
Lv. 30 Colibri
Lv. 30 Colibri
Lv. 30 Colibri
Lv. 30 Colibri
Lv. 60 Echidna
Lv. 60 Tulofisteri
Lv. 30 Colibri
Lv. 30 Wind Sprite
Lv. 30 Wind Sprite
Lv. 60 Ferdiad
Lv. 60 Seulbach

Lv. 40 House Fortemps Engineer
Lv. 40 House Fortemps Engineer
Lv. 50 Grenade
Lv. 50 Grenade
Lv. 50 Lunatic Follower
Lv. 50 Lunatic Follower
Lv. 50 Lunatic Follower
Lv. 50 Lunatic Follower
Lv. 50 Lunatic Follower
Lv. 50 Lunatic Lamb
Lv. 50 Lunatic Lamb
Lv. 50 Lunatic Lamb
Lv. 50 Cancer
Lv. 40 Thrustaevis
Lv. 40 Thrustaevis
Lv. 40 Thrustaevis
Lv. 50 Lunatic Lamb
Lv. 50 Lunatic Lamb
Lv. 40 Thrustaevis
Lv. 40 Thrustaevis
Lv. 40 Thrustaevis
Lv. 50 Lunatic Lamb
Lv. 50 Lunatic Lamb
Lv. 40 Svara
Lv. 50 Malbirth the Mancious
Lv. 50 Malbirth
Lv. 50 Twin-Tongued Addison
Lv. 50 Gaunt Slaveling
Lv. 50 Gaunt Slaveling
Lv. 50 Gaunt Slaveling
Lv. 50 Wind Sprite

Lv. 55 Berghurs
Lv. 55 Berghurs
Lv. 55 Berghurs
Lv. 55 Alumbert of the Spiked Butt
Lv. 60 Goblin Tinkerer
Lv. 55 Berghurs
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Lv. 60 Goblin Tinkerer
Lv. 60 Jungletype Magitek Vangob G-III
Lv. 60 Espertype Magitek Vangob G-III
Lv. 60 Espertype Magitek Vangob G-III
Lv. 60 Goblin Tinkerer
Lv. 60 Goblin Tinkerer
Lv. 60 Goblin Tinkerer
Lv. 60 Goblin Glider
Lv. 60 Goblin Glider
Lv. 60 Goblin Glider
Lv. 60 Goblin Glider
Lv. 60 Illuminati Revenger
Lv. 60 Illuminati Revenger
Lv. 60 Illuminati Revenger
Lv. 60 Illuminati Revenger
Lv. 60 Goblin Sharpshooter
Lv. 60 Goblin Sharpshooter
Lv. 60 Goblin Sharpshooter
Lv. 60 Goblin Brandisher
Lv. 60 Goblin Brandisher
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Lv. 60 Goblin Brandisher

Frequently Asked Questions

The following is a list of frequently asked questions and their most common answers. Though this FAQ can be a helpful resource, keep in mind that TTRPGs are governed by complex systems of interwoven rules that are arbitrated at the GM's discretion. As such, be aware that exceptions exist for any and all of the entries below. If anything contradicts the information outlined here—including specific scenario rules or the GM's discretion—that interpretation always takes priority.

Additional FAQs can be found in the Standard Rulebook and the free version of the Gamemaster Book on the game's official website.

Q. Say that Character A uses an ability that targets all enemies in a 5x5 area within 10 squares. What happens if there's an obstruction between them and Character B?

A. That depends on whether your group is making use of the optional rule regarding obstructions and line of sight outlined on page 56. If you are not using this optional rule, the obstruction has no impact on how the ability functions.

If you are using this optional rule, you'll need to determine whether Character A and Character B can see one another during the [Select Target] step of ability resolution (see page 164 of the Standard Rulebook). If a line traced from the center of 1 square occupied by Character A to the center of 1 square occupied by Character B passes through any part of an obstruction, the two characters cannot see each other, and so Character B cannot be selected as a target despite being within range.

This also applies to abilities that affect characters who are not selected as targets. If Character A used **Flare**, for example, it would not affect Character B. Line of sight for these abilities is determined during the [Confirm Effects] step of ability resolution.

Unless otherwise specified, abilities whose range encompasses the entire encounter map ignore the rules for obstructions and line of sight.

While Character B is within the 5x5 area affected by Character A's ability, they cannot be targeted or affected by Character A's abilities as an obstruction is blocking line of sight.

Q. Say that Character A uses Asylum or another ability that creates an area on the encounter map. What happens if there's an obstruction between them and the affected squares?

A. That depends on whether your group is making use of the optional rule regarding obstructions and line of sight outlined on page 56. If you are not using this optional rule, the obstruction has no impact on how the ability functions.

If you are using this optional rule, you'll need to determine whether Character A can see the affected squares during the [Resolve Effects] step of ability resolution (see page 164 of the Standard Rulebook). Trace a line from the center of 1 square occupied by Character A to the center of each of the affected squares. If the line passes through any part of an obstruction, the ability does not create an area in that particular square. It goes without saying that once the ability's effect has been resolved, this area does not change, even if Character A later moves to a position where they can see the previously obstructed squares.

Enemy markers behave in a similar fashion. Characters or squares the marker's creator cannot see during the [Confirm Marker Target] step of marker resolution (see page 165 of the Standard Rulebook) cannot be selected as targets. If the marker affects characters or squares that are not selected as targets, any characters or squares the marker's creator cannot see during the [Confirm Marker Effect] step are not affected.

Unless otherwise specified, markers whose marker area encompasses the entire encounter map ignore the rules for obstructions and line of sight.

Character A uses an ability to create a 5x5 area, but as an obstruction is blocking line of sight, the area is only created in the squares marked in red.

Q. The rules for rifts outlined on page 54 suggest that characters moving via a movement effect move in a straight line between their current square and their destination. Is that the case?

A. Normally, a character moving via a movement effect is immediately repositioned in the destination square specified, ignoring the effects of all squares in between. However, rifts are an exception to this rule. When resolving the effects of this special square, movement effects are treated as if they move a character in a straight line between their current square and their destination.

Q. The rule summary included in the Starter Set and on page 301 of the Standard Rulebook states that each adventurer can only use one limit break per encounter. This contradicts page 168 of the Standard Rulebook, which states that an adventurer who has used a limit break cannot do so again until the next time the GM states that limit breaks are available. Which of these rules is correct?

A. The information found on page 168 of the Standard Rulebook is correct. The rule summary is based upon the simplified rules found in the Starter Set, and is intended to make the game more approachable for new players.

Q. Say an enemy that a tank has Enmity on uses Combo, which allows them to attack two times using Ability A, and then use Ability B. If they target the tank with the first use of Ability A, do they incur a -5 penalty on the second use of Ability A? What about Ability B?

A. Unless they are targeting the tank, the enemy would incur a penalty on the ability checks made for **Ability A** and **Ability B**. While **Combo** enables the enemy to use multiple abilities on their turn, these additional abilities are resolved separately and are not considered to be a part of **Combo**'s effect.

Q. Say an enemy uses Combo, which allows them to attack using Ability A, and then use Ability B. Can the enemy perform other actions between Ability A and Ability B?

A. Yes, they can. Unless otherwise stated, the enemy could perform a secondary action or a standard movement action before using **Ability B**. Keep in mind, however, that if their **Combo** stated that **Ability B** had to be used immediately, they would not be able to perform other actions until the effect was fully resolved.

Q. What happens if an adventurer who is the origin for a mobile marker is Knocked Out? Is the marker removed from the encounter map?

A. No, it is not. Even if the character chosen as the marker's origin is **Knocked Out**, the marker remains on the encounter map and is resolved normally when its marker trigger conditions have been met.

Q. The rules state that while Bound, small and medium characters' Speed falls to 0. Since Speed only affects standard movement, does this mean that a Bound character can still move via movement effects?

A. Yes, they can. Unlike the MMO, abilities such as **Shadowstride** and **Winged Glide** can be used while **Bound**.

Q. The Garuda-Egi pet's traits grant Critical Up (1). Is this enhancement removed when Garuda-Egi transforms back into Carbuncle?

A. Yes, it is. Similarly, the **Critical Up (1)** granted by a bard's **The Wanderer's Minuet** is removed when the ability's **song effect** is removed.

Q. If I use Precious Brilliance while Emerald Carbuncle or Garuda-Egi is summoned, can I specify two additional 5x5 areas, or choose two enemies inside of the 5x5 area to target twice?

A. Neither of these is how this trait works. The Emerald Carbuncle and Garuda-Egi pets' traits state that while summoned, their owner's *gem* abilities may target two additional characters within 10 squares. When using **Precious Brilliance**, you may choose up to two additional targets within 10 squares, then resolve the ability's effects as you would for any other targets.

Q. Can a summoner or scholar send their pet to scout out a location or retrieve a fallen item? And what happens if a pet moves into a special square?

A. With regards to the first part of the question, no, they cannot. The **Pet** trait states that the only actions a pet can perform are standard movement actions and actions to use their abilities.

As to the second part, the **Pet** trait also states that pets are immune to all effects other than those caused by their owners' traits and abilities. Because of this, the effects of a special square do not apply to pets unless the GM or scenario rules otherwise.

Q. The first time a machinist uses a *primary* ability on their turn, they may have their Rook Autoturret deal damage to one of the ability's targets. Does the Rook Autoturret have to be within 10 squares of the target to do so?

A. No, it does not. The 10 square range only applies when using **Rook Overdrive** or when the Rook Autoturret runs out of **Battery Charges**.

Q. The Deflecting Edge and Magic Damper augmentations grant abilities that can increase the user's Defense or Magic Defense. How long does this last?

A. As stated in the base effect, the user's **Defense** or **Magic Defense** is only increased for the check that triggered the ability.

Q. Page 35 mentions that I can create special minions and mounts with extraordinarily powerful traits. I think this would be perfect for the climax of the adventure I'm running, but I'm worried about the impact it might have in later adventures. What should I do?

A. If you think it would improve the adventure and make things more fun, by all means, give your players that minion or mount. Don't worry about this affecting other scenarios or adventures; similar to what the Standard Rulebook says about additional traits and abilities learned during an adventure (see page 157 of the Standard Rulebook), you can determine that the minion's traits only apply during the adventure in which the minion is obtained.

If a player wants to bring that minion along on a future adventure, you can consult with your group and determine whether or not to carry over its traits. If doing so would make the game less fun for the other players, you can simply decide that the minion no longer has any special effects, but can still accompany their owner for sentimental reasons. Of course, if a player tries to carry over a minion without informing you first, don't hesitate to pause the game and address the issue before it gets out of hand.

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FINAL FANTASY XIV ONLINE TTRPG

Weave new tales of adventure in the realm of Eorzea and beyond!

The Final Fantasy XIV Tabletop Roleplaying Game is a gateway into the magical world of Final Fantasy XIV through which you and your friends can embark on exciting and memorable adventures. In this game, one player will act as your gamemaster—the arbiter and lead storyteller—while the rest of your group will play as adventurers. Together you will confront powerful foes, interact with a diverse cast of characters, and roll dice to create a story all your own.

The Final Fantasy XIV TTRPG Scenario & Gamemaster Guide provides the information and tools you'll need to modify existing scenarios or craft your very own adventures.

*Players will need a copy of the Final Fantasy XIV TTRPG Standard Rulebook or the abbreviated version of the rules available for free on the game's official website in order to make full use of this product.

Scenario & Gamemaster Guide Contents

Adventure Creation Tools
This book explains how to adjust or adapt existing scenarios and FATEs to create new scenarios, as well as how to create entirely original scenarios from scratch. It also includes new rules for streamlining complex checks outside of encounters.

New Rewards
Nothing excites adventurers more than the promise of treasure and other rewards! The Scenario & Gamemaster Guide outlines how to come up with appropriate rewards to include in your scenarios and offers examples of new minions, mounts, and titles to serve as inspiration.

Expanded Encounter Rules
The Scenario & Gamemaster Guide expands on the encounter rules outlined in the Standard Rulebook, introducing new optional rules for difficult terrain and other types of special squares, as well as a variety of weather conditions and more. Implementing these mechanics is certain to enrich the game for groups of experienced players.

World Guide
A trove of supplementary information about the realm of Eorzea and beyond can be found within the pages of this book, including an introduction to the deities of Eorzea, the various primals worshipped by the land's beast tribes , and the ever-present threat posed by the Garlean Empire.

Original Scenarios
The Scenario & Gamemaster Guide contains three official premade scenarios: one for Lv. 50 adventurers, one for Lv. 55 adventurers, and one for Lv. 60 adventurers. These scenarios tie together into an overarching campaign that takes place during the events of Final Fantasy XIV: Heavensward.

Challenge Duties
This book introduces challenge duties: high-end content for experienced players that pits the party against brutal foes and complex encounter mechanics. The Scenario & Gamemaster Guide contains two official premade challenge duties: one for Lv. 50 adventurers and one for Lv. 60 adventurers.

FATEs
The Scenario & Gamemaster Guide contains eleven official premade FATEs based upon those found in Final Fantasy XIV: two for Lv. 30 adventurers, two for Lv. 40 adventurers, three for Lv. 50 adventurers, one for Lv. 55 adventurers, and three for Lv. 60 adventurers.

New Personal Quests
Expanding on the personal quests introduced in the Standard Rulebook, the Scenario & Gamemaster Guide offers a variety of new ways in which adventurers can spend their downtime between adventures, such as building rapport with the land's various allied societies.

Enemy Data
The Scenario & Gamemaster Guide includes data for approximately 130 different monsters and other foes, the majority of which appear in Final Fantasy XIV: A Realm Reborn and Heavensward.

Players: 3 - 5 (Recommended for 5 Players)
Play Time: 2+ hours
Ages: 14+

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